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Theory of whist

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THE THEORY

OF THE

MODERN SCIENTIFIC GAME

OF

WHIST.

BY

WILLIAM POLE, F.R.S.

MUS. DOC. OXON.

FROM THE LAST LONDON EDITION,

TO WHICH IS ADDED

TUE LAWS AND RULES OF WHIST,

FROM

"*THE PORTLAND CLUB*" CODE.

PREFACE TO THE TENTH EDITION.

THE INCREASING DEMAND for this little work warrants the belief that the attempt made therein to elevate the character of Whist, and to facilitate its practice in the best form, has not been without success.

It is matter of notoriety that a sound knowledge of the principles of the modern scientific game is much more frequently met with, both among club players and in private society, than it was ten or twelve years ago. This result is undoubtedly owing to the rise of a new class of Whist literature, explaining the game in a more logical and systematic way; and the recent extended discussion of the subject in some of our best critical periodicals is sufficient to show that it has acquired an interest, in a literary and philosophical point of view, which it never had before.

It is sometimes said that the systematic study of the game, so strongly insisted on in this work, tends to make it a matter of routine, and to discourage the freedom of individual skill. This is a great mistake. It is indeed essential that the foundation of all good play should be systematic knowledge; but it is not pretended that the rules are to be considered as inflexible. In the latter portion of Chapter IV. many cases are mentioned in which strict play should be departed from; and in the present edition it has been thought desirable to enlarge at some length (in Appendix. B) on one of the most important of these cases—namely, playing with a *bad partner*.

This condition, although of such frequent occurrence, has been but little noticed hitherto in Whist books, and it is hoped that the remarks now offered will show what an important influence it may exercise on the practice of the game.

W. P.

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ATHENÆUM CLUB.

PREFACE.

It is believed that the manner herein adopted of treating the Theory of the game of Whist is, in a great measure, new. Some of the later works published on Whist have been more explanatory than the early ones, but still they have consisted at best of merely practical rules, without reference to their theoretical basis; and the Author is not aware that the attempt to trace the whole practice of the modern scientific game back to one grand fundamental principle, namely, that of the *combination* of the hands of the two players, has ever before been made. It has often indeed been said that each player must endeavor to play his partner's cards as well as his own; but this has usually been only given as an incidental maxim of practice; it has not been treated as the main principle of action from which the whole play springs.

The nearest approach to this attempt the Editor has met with is in a little French book, entitled "Génie du Whist, méconnu jusqu'à présent. Par le Général B. de Vautré. Paris: 4ᵉ édition, 1847." This author makes the true genius of Whist consist in what he propounds as the novel principle of the combination of the two hands; or, as he expresses it, "l'auteur enseigne la manière de jouer avec vingt-six cartes, selon son expression, et non pas avec treize, comme tout le monde." But as he was

ignorant of the *long-suit* system of play, as a necessary means of carrying the combination principle into practice, he was obliged to form an imperfect system of his own, and therefore his explanations do not correspond with our modern game.

The Author's experience leads him to believe that an exposition of the fundamental Theory of Whist will not only be satisfactory to accomplished players, by making clearer to them the principles they already act upon, but will be found of still greater advantage for teaching the game in the ordinary domestic circle.

The young people of a family, especially, are often repelled from Whist by thinking it dull and difficult. Nothing can be more erroneous than such an idea: if learnt on proper principles it soon becomes an attractive amusement, as well as an admirable mental exercise, and to attain moderate proficiency in it is much easier than is usually supposed.

But there are many players of more experience who take real pleasure in a domestic rubber, but who are still much in the dark as to the true merits of the game, and it is desirable to impress on this large class how greatly the interest of their recreation would be increased if they would, by a little study of the principles of Whist, learn to play it in a more rational and systematic manner.

The practical rules and directions here deduced strictly from the Theory, are identical with those sanctioned by the best modern authorities, and adopted by the best modern players.

CONTENTS.

APPENDIX A.

APPENDIX B.

APPENDIX C.

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CHAPTER I.

INTRODUCTION.

WHIST is, without question, the best of all our domestic games. The only other one which could lay claim to such a distinction is Chess; but this has the disadvantage of containing no element of chance in its composition—which renders it too severe a mental labor, and disqualifies it from being considered a *game*, in the proper sense of the word. Whist, on the contrary, while it is equal to chess in its demands on the intellect and skill of the player, involves so much chance as to give relief to the mental energies, and thus to promote, as every good game should, the amusement and relaxation of those engaged.

The high *intellectual* character of Whist becomes evident, if we consider the powers of the mind which its intelligent study and practice may call into action. To investigate thoroughly its fundamental principles, we must bring to bear upon it, as we shall by and by have occasion to explain, reasoning of a high order. But, independently of the theory, the practice also involves considerable mental attainments. The observation must be keen, the memory active; a considerable power of

drawing inferences, and of tracing appearances to
their causes, must be brought into use; and we
must exercise boldness, caution, prudence, fore-
sight, care against deception, promptness of de-
cision, soundness of judgment, fertility of resource,
ingenuity of contrivance, and such a general course
of thought and action as must, if it is to be suc-
cessful, be dictated by competent and well-trained
mental powers.

Then Whist has peculiar *moral* and *social* rela-
tions. It has been called, by those who do not
understand it, an unsocial game; but nothing can
be more untrue. It is a perfect microcosm—a
complete miniature society in itself. Each player
has one friend, to whom he is bound by the
strongest ties of mutual interest and sympathy;
but he has twice the number of enemies, against
whose machinations he is obliged to keep perpetual
guard. He must give strict adherence to the
established laws and the conventional courtesies of
his social circle; he is called on for candid and
ingenuous behavior; he must exercise moderation
in prosperity, patience in adversity, hope in doubt-
ful fortune, humility when in error, forbearance
to the faults of his friends, self-sacrifice for his
allies, equanimity under the success of his adversa-
ries, and general good-temper throughout all his

transactions. His best efforts will sometimes fail, and fortune will favor his inferiors; but sound principles will triumph in the end. Is there nothing in all this analogous to the social conditions of ordinary life ?

As an *amusement*, Whist stands equally high. Consider its immense variety. A hand will last only a few minutes; we may have a hundred of them in an evening ; and yet, throughout a player's whole life, no two similar ones will ever occur! Each one will present some novel feature, offering special interest of the most diversified kind. Sometimes the interest lies in your own cards, sometimes in your partner's, sometimes in those of your adversaries. Sometimes you have almost nothing to do, sometimes everything turns on your play. The mixture of the unknown with the known gives unbounded scope for amusing speculation; the admirable combination of volition and chance affords a still wider field for observant interest : indeed, some philosophical players make the rubber a fertile field for the study of human character, for the disclosure of which it is proverbially favorable.

The only objection brought against Whist is that, being played for money, it may promote gambling. Apart from the consideration that it is very unfitted for gambling purposes, the objection

is untrue in fact.   Good players, generally, like to
play for stakes high enough to define well the
interest taken in the game; but the idea of *gain,*
which is the essential feature of gambling, enters
as little into the mind of a Whist as of a Chess
player.   We have sometimes heard of what are
called "professional" players, who play with this
object ; but, we believe, they are generally given a
wide berth in good society.

   Whist has always been a favorite pursuit of
great men.   The most philosophical novelist of
modern times uses it to illustrate his profound
speculations;   and   we   have   heard   an   eminent
scholar and writer declare he considers it a *revela-*
tion to mankind !   But we have the *vox populi*
also in its favor; for does not the proverb repre-
sent the clever successful man as "*playing his*
cards well " ?

   Considering the great popularity of Whist in
this country, and the extent to which it is played
in all classes of society, it is really astonishing to
find how few people take the pains to play it well.
It has been remarked, by writers on the subject,
that good players are very seldom to be met with,
fine ones scarcely ever.   And yet, how amply it
repays a little trouble devoted to its acquisition !

   How, then, is this strange deficiency to be ac

counted for? Simply because people do not gener
ally admit that Whist, like other branches of
knowledge, requires *study*. It is commonly sup-
posed that, after acquiring the simple construction
of the game, practice alone will suffice to make a
good player. This is a great mistake, as experience
abundantly shows. We continually meet with
persons who have played Whist all their lives; and
yet who, though they may bring to bear on their
play great observation, memory, and tact, play on
so entirely different a system to that sanctioned and
practised by real experts in the game, as scarcely
to be fit to sit at the same table with them.

We have already alluded to the wonderful variety
to be found in the game of Whist; and we may
now add that this variety is manifested, not only
in the distribution of the cards—which is the
work of chance—but also in the *playing* of them,
which depends on the human will. It is with this
latter element that we have now more especially to do.

Although the construction of the game is so sim-
ple that it might be defined in a few words, and
learnt by a child in a few minutes, yet such is the
amazing scope it gives for individuality of play,
that the same deal, or even the same hand of cards,
might be played in an immense number of different
ways, according to what the player's notions of

good and bad play might be. And this variety in
volves modes of treatment so different in their
character and principles, as really to merit the name
of distinct games. Thus we often hear it said, " Such
a man plays a game quite different from mine ; "
and we find " the old-fashioned game," " the mod-
ern game," " the domestic game," " the club game,"
" the scientific game," and so on, all spoken of as if
they were separate things, agreeing only in the pri-
mary features which distinguish Whist from other
games at cards.

Now it is a very natural inquiry, whether, among
so many various modes and systems, differing so
widely from each other, there is any one in partic-
ular which may be identified and defined as superior
to the others, and which consequently ought to be
preferred for study ? If so, what is this system ?
What is the theory on which it is based ? And on
what grounds does its superiority rest ?

It is the object of the present essay to endeavor
to answer these questions.

In the first place, *is* there any particular mode
of playing Whist, which is so distinct from and so
superior to all others, as to merit being distin-
guished as the best game ? It is very common to
hear this denied, particularly by inferior players,
who will argue that opinions vary, that they think

their own system as good as other people's, and so on.
If by this they mean (as some of them do) that
they consider the game as chiefly one of chance, and
that their amusement is as much promoted by one
mode of playing as another, we have nothing to say to
them, except to suggest that " Beggar my neighbor "
or " Pope Joan " would be games better adapted to
their capacities.   But there are others more worthy
of attention, who object to all rules and systems
whatever, declaring that the play ought to be de-
termined by the player's judgment and will alone ;
and the objection is usually backed by the asser-
tion, that play on any fixed system is often unsuc-
cessful, which is, of course, only the necessary
consequence of the large entrance of chance into the
game.   Self-taught players are extremely confused
in their notions on this point.   When they see good
play fail to win, they will point out, with amusing
ex post facto discrimination, how much more fortu-
nate some other course would have been.   But
when good play does succeed, and especially when
some clever master-stroke may have annihilated
for them a hand of good cards, they will complain
" how cross the cards run," as if the whole were en-
tirely due to accident !

   The fact is, that, like almost everything else that
may be done in different ways, there *is* a best way

of playing Whist; and, although a very wide lati-
tude may always be left for individual judgment
and skill, yet the existence of a *system* of play, pre-
ferable to all others, is sufficiently proved by its
acknowledgment by all the best writers and the
best players, and by a tolerably near agreement,
among all these authorities, as to *what* this system is.

The immortal Hoyle appears to have been the
first to perceive, a century and a quarter ago, that
Whist was capable of being reduced to a scientific
and logical system, of high intellectual merit; and
although his descriptions are somewhat obscure (as
might naturally be expected in the first efforts to
describe a complicated new discovery), yet careful
and persevering examination enables us to trace
clearly in them the general nature of the system he
founded.   This has been adopted in its general
form by all succeeding writers and players of emi-
nence; and, as might be expected, the constantly
progressive experience of so long a period, and the
attention devoted to the game by many powerful
minds, have gradually developed the system into a
more complete and perfect form, and have added to
it modern improvements of much interest and value,
tending still further to raise the intellectual charac-
ter of the game.

It is this general system, therefore, which is laid

down by almost all writers of any authority, and practised by almost all players whose example is worth following; and we need no further proof that, as far as our knowledge at present extends, it is the best that ingenuity and skill have been able to devise.* It is worthy the appellation of a *scien tific* system, on account of the elevated reasoning it involves; and, on this account, combined with the fact that some of its features are of late invention, we shall designate it as "The Modern Scientific Game."

This system, as we have already said, essentially requires to be *learnt* and *studied*. It has been the result of long combined experience, and careful and intricate deduction, and it is scarcely possible for any one individual to arrive at the knowledge of it by his own practice, however extended, or his own judgment, however shrewd; and he must therefore be content to be taught it, as students in other scientific branches of knowledge are.

There has hitherto, however, been a great defect in the manner of teaching this system. It has been

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* From actual trials, extending over a long period, the Author has seen reason to infer that the systematic combined game, explained in this treatise, gives an advantage, in the long run, over unsystematic separate play, of about *half a point* in each rubber.

the invariable custom to lay down *practical rules
and directions for play*, sometimes in their naked
simplicity, and sometimes accompanied with more
or less argument or explanation (as done to a cer-
tain extent originally by Hoyle and Mathews), but
always leaving the student to extract for himself,
from this mass of detail, the general principles on
which these rules were based.   Just as if a student
of chemistry were put into a working druggist's
shop, and expected to acquire all his knowledge of
the science, by inference, from the operations he
was taught to carry on there.

   In other words, no attempt has ever been made
to work out or to explain the fundamental *theory
of the game ;* and, believing that the thorough un-
derstanding of this is the best possible preparation
for using the rules aright, and for acquiring an in-
telligent style of play, we propose to state this
theory somewhat fully, and to show how it becomes
developed in the shape of practical rules.

   But, before entering on this, it will be advisable
to explain the meaning of some of the principal
technical terms we shall have to employ.

CHAPTER II.

Bring in. See *Establish.*

Command.—You are said to have the command
of a suit when you hold the best cards in it. If
you have sufficient of them to be able to draw all
those in the other hands (as would probably be the
case if you had ace, king, queen, and two others),
the command is *complete;* if not, it may be only
partial or temporary. *Commanding cards* are the
cards which give you the command.

Conventional signals are certain modes of play
designed purposely, by common consent, for the
object of conveying information to your partner.
The principle was sanctioned by Hoyle, and several
of them are established and legalized in the mod
ern scientific game; as, for example, the signal for
trumps; the return of the highest from a short
suit; playing the lowest of a sequence; discarding
the highest of a suit of which you have full com
mand, and so on.

Discard.—The card you throw away when you
have none of the suit led, and do not trump it. In
the modern game, your first discard should be from
a short or weak suit.

Establish.—A suit is said to be established when you hold the complete command of it. This may sometimes happen to be the case originally, but it is more common to obtain it in the course of the play by "clearing" away the cards that obstructed you, so as to remain with the best in your hand. It is highly desirable to *establish* your long suit as soon as you can, for which purpose not only your adversaries' hands, but also your partner's, must be cleared from the obstructing cards.

When your suit is once established, if the adversaries' trumps are out, and you can get the lead, it is obvious you may make a trick with every card of it you hold ; and this is called *bringing it in.*

The establishment and bringing in of long suits form the great distinguishing features of the modern scientific game.

False card is a card played contrary to the established rules or conventions of the game, and which therefore is calculated to deceive your partner as to the state of your hand ; as, for example, following suit with the highest or middle card of a sequence, or throwing away other than your lowest card. The play of false cards without very good reason is characteristic only of hopelessly bad players.

Finessing is an attempt, by the third player, to make a lower card answer the purpose of a higher

(which it is usually his duty to play) under the hope that an intermediate card may not lie to his left hand. Thus, having ace and queen of your partner's ead, you *finesse* the queen, hoping the fourth player may not hold the king. Or, if your partner leads a knave, and you hold the king, you may *finesse* or *pass* the knave, i.e., play a small card to it, under the hope that it may force the ace. The word is sometimes applied to cases where it is *certain* the inferior card will answer the purpose intended; as, for example, where the left hand has already shown weakness. But this is clearly a misuse of the term, for unless there is a *risk* of the card being beaten, it is only ordinary play, and can involve no *finessing* —properly so called.

You are said to finesse *against* the intermediate card, and sometimes also against the person who holds it; but, as by the nature of the case it should be unknown where the card lies, the latter meaning is apt to create confusion. The *person* against whom you act is more correctly the fourth player.

Forcing means obliging your partner or your adversary to trump a trick, by leading a suit of which they have none.

Guarded second, or *second-best guarded,* is the combination of the second-best card for the time being, with a small one to *guard* it against being

taken by the best; as, for example, king and a small
one originally, or knave and a small one when the
ace and queen have been played.

This combination is an important one, having an
advantage analogous to that of the tenace; namely,
that if the suit is led by your left-hand adversary,
you are certain (bar trumping) to make your sec-
ond-best card.

Honors are the ace, king, queen, and knave of
trumps; the term, however, is often applied to the
same cards in plain suits. The ten and nine are
sometimes called *semi-honors*.

Leading through, or *up to.*—The person who
leads is said to lead *through* his *left* hand adversary,
and *up to* his *right* hand one, such being the direc-
tion in which the play runs.

Long cards are cards remaining in one hand
when all the rest of that suit have been played.

Long suit.—One of which you hold more than
three cards. See *Strength.*

Loose card means a card in hand of no value, and
consequently the fittest to throw away.

Make.—To *make* a card means simply to win a
trick with it.

Master card, or *best card,* means the highest card
in at the time. Thus, if the ace and king were out,
the master card would be the queen. This is some

times also called the "king card," a name likely to cause confusion.

Opening.—Term borrowed from chess, to denote the system on which you commence or open your game when you get your first lead.

Plain suits are the three suits not trumps.

Re-entry.—A card of re-entry is one that will, by winning a trick, bring you the lead at an advanced period of the hand.

Renounce.—When a player has none of the suit led he is said to renounce that suit.

Revoke.—If he fails to follow suit when he *has* any of the suit, he *revokes*, and incurs a serious penalty.

Ruffing is another word for trumping a suit of which you have none.

Score.—The counting or marking of the progress of the game   Attention to the score, which is very necessary in playing, refers not only to the progress, but also to the prospects of the game, as evidenced by the tricks made and honors held in the current hand.

Seesaw, or *saw,* is when each of two partners ruffs a different suit, so that they may lead alternately into each other's hands.

Sequence.—Any number of cards in consecutive order, as king, queen, and knave. The ace, queen, and ten would form a sequence if the king and knave were out.

A tierce is a sequence of three cards; a quart of four; and a quint of five.

A *head sequence* is one standing at the head of the suit in your hand, even though it may not contain the best card. A *subordinate* sequence is one standing lower down, and it is an *intermediate* sequence if you hold cards both higher and lower.

Short Suit.—One of which you hold originally not more than three cards. See *Strength.*

Signal for Trumps.—Throwing away, unnecessarily and contrary to ordinary play, a high card before a low one, is called the signal for trumps, or ·asking for trumps; being a command to your partner to lead trumps the first opportunity—a command which, in the modern scientific game, he is bound to obey, whatever his own hand may be.

Singleton.—A French name for one card only of a suit.

Strength, Strong Suit, Strong Hand.—These are terms which it is highly essential to have clearly defined, as their interpretation lies at the root of the theory of the modern scientific game.

The cards of any suit contained in your hand may vary in two different ways: as regards number, and as regards rank.

As regards number of cards—as there are thirteen cards to divide among four persons, it is clear

that three cards or less will be under the average, while four cards or more will be over the average due to each person.

Again, as to rank, the middle card of a suit is the eight; any cards you hold above this may be considered high cards; any below, low cards.

Now, it has been the habit to use the terms *strength* and *weakness*, as applied indiscriminately to either number or rank—a practice which, though no doubt it may be defended analogically, is yet calculated to cause great confusion in the mind of the student, inasmuch as the two things must be very differently regarded in any scientific system of play. If, for example, a strong suit has been spoken of, it might mean either one in which you possess a large number of cards (as, say, the two, three, four, five, six, and seven), or in which you hold only a few very high ones, as, say, ace, king, and queen; the former being numerical strength; the latter strength of rank.

This twofold meaning has, however, become so firmly implanted in Whist nomenclature that it would be useless to attempt to eradicate it. All we can do is to endeavor to get a little more perspicuity by using as much as possible the term *long* suit to indicate strength in numbers, leaving the word *strong* to apply chiefly to high cards.

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Thus any suit of which you hold four or more will be called a long suit, being longer than the average. Any suit of three or less will be called a *short* suit, being shorter than the average.

When we speak of a *strong* suit, we shall gen erally refer to one containing cards of a higher than average rank, and of a *weak* suit the contrary.

A long suit will naturally have a greater chance of containing high cards than a short one, and this is probably the reason why the confusion of terms has arisen.

A *strong hand* is difficult to define, further than as one likely to make many tricks : a *weak* one the contrary. The terms are often misused when parts of the hand only are referred to ; as, for example, when you are advised to "lead up to the weak hand," which merely refers to a hand weak in the particular suit you lead.

Strengthening play is getting rid of high cards in any suit, the effect of which is to give an im- proved value to the lower cards of that suit still remaining in, and so to strengthen the hand that holds them. Strengthening play is most beneficial to the hand that is *longest* in the suit.

Tenace.—A tenace, in modern Whist,* is under-

* The older writers, as Hoyle and Mathews, use this word as referring rather to the *position* than the cards : but the meaning in the text is the more modern one.

stood to mean the combination, in the same hand, of the best and third best card for the time being of any suit; as for example, the ace and queen originally, or the king and ten when the ace and knave have been played.

The advantage of this combination is that, if you are fourth player in the suit, you will certainly (bar trumping) make two tricks in it; and it is therefore much to your interest that the suit should be led by your left-hand adversary.

The word has nothing to do with *ten* and *ace;* it probably comes from the Latin *tenax*, the policy being to hold back the suit containing the tenace rather than to lead it.

A *minor tenace* is the combination of the second and fourth best cards.

Underplay usually signifies keeping back best cards, and playing subordinate ones instead. This is sometimes advantageous in trumps, or in plain suits when strong in trumps, or when trumps are out; but it requires care and judgment to avoid evil consequences from deceiving your partner, and from having your best cards subsequently ruffed.

Weakness, Weak Suit. See *Strength.*

CHAPTER III.

THEORY OF THE GAME.

THE basis of the theory of the modern scientific game of Whist lies in the relations existing between the players.

It is a fundamental feature of the construction of the game, that the four players are intended to act, not singly and independently, but in a double combination, two of them being *partners* against a partnership of the other two. And it is the full recognition of this fact, carried out into all the ramifications of the play, which characterizes the scientific game, and gives it its superiority over all others.

Yet, obvious as this fact is, it is astonishing how imperfectly it is appreciated among players generally. Some ignore the partnership altogether, except in the mere division of the stakes, neither caring to help their partners or be helped by them, but playing as if each had to fight his battle alone. Others will go farther, giving *some* degree of consideration to the partner, but still always making their own hand the chief object; and among this latter class are often found players of much skill and judgment, and who pass for great adepts in the game.

The scientific theory, however, goes much farther
It carries out the community of interests to the
fullest extent possible.   It forbids the player to
consider his own hand apart from that of his part-
ner, but commands him to treat both in strict con-
junction, teaching him, in fact, to play the *two
hands combined*, as *if they were one*.   For this ob-
ject the two players enter into a system of legalized
correspondence established for the purpose, by
which each becomes informed to the fullest extent
possible of the contents of his partner's hand, and
endeavors to play in such manner as is best for the
combination.   The advantage of this combined
principle is almost self-evident; for suppose it car-
ried to an extreme by each partner seeing the other's
cards: no one could doubt the resulting advantage;
and the modern system is as near an approach to
this as the rules of the game will permit.   There
are, however, two objections sometimes brought
against it which deserve brief notice.

First, it is said that you might often play your
own hand to more advantage by treating it in your
own way, and that the combined principle may lead
you to sacrifice it.   But this objection is merely
founded on a misapprehension as to how the prin-
ciple is applied; for a study of the resulting system
will show that it is calculated fully to realize any

advantages your own hand may possess, while the
cases in which sacrifice is required are only those
in which the joint interest is indubitably promoted
thereby.   Then, secondly, it is objected that all in-
dications given to your partner may also be seen
by the opponents and turned against you; and it
is sometimes argued that by enlightening in this way
two enemies and only one friend you establish a
balance to your disadvantage.   But this involves a
confusion in reasoning; for, if the opponents are
equally good players, they will adopt the same sys-
tem, and the positions must be equal; and if they
are not good players, they will be incapable of
profiting by the indications you give, and the whole
advantage will rest with you.   Besides, even good
players seldom pay so much heed to their opponents'
as to their partner's indications, the attention being
always most prominently directed to the partner's
play.   It would be more logical to put the argu-
ment in another form, and to say that, if you play
obscurely, you are in constant danger of getting
obstruction instead of help from your partner,
which would give you three opponents to fight sin-
gle-handed.*

   * One of our best modern players calls it a "golden
maxim for Whist," that "it is of more importance to in-
form your partner than to deceive your adversary," and
adds that "the best Whist player is he who plays the
game in the simplest and most intelligible way."

The fact is, however, that the general adoption of the principle should by no means supersede the ex ercise of judgment in its application. We shall hereafter point out that the individual qualifica- tions of the various players should have an import- ant influence on the mode of play ; and a practised player will soon learn to discriminate cases where it may be more proper to withhold information than to give it. Such cases are of constant oc- currence, but they do not affect the general advan- tage of the combined principle, which is sufficiently established by the fact that it is the result of long experience, is practised by the best players, and is recommended by the first authorities on the game.

Now, in order that the two hands may be man- aged conjointly to the best advantage, it is requisite that each partner should adopt the same *general system* of treating his hand. For it is clear that if one player prefer one system, and the other a dif ferent one, such cross purposes must render any combination impracticable. It is necessary, there fore, here to explain somewhat fully what the dif- ferent systems are, on which a hand may be treated, and to show which of them is considered the pref erable one for adoption.

The object of play is of course to make tricks,

and tricks may be made in four different ways,
viz. :

1. By the natural predominance of *master cards*,
as aces and kings.   This forms the leading idea of
beginners, whose notions of trick-making do not
usually extend beyond the high cards they have
happened to receive.   But a little more knowledge
and experience soon show that this must be made
subordinate to more advanced considerations.

2. Tricks may be also made by taking advantage
of the *position* of the cards, so as to evade the
higher ones, and make smaller ones win: as, for
example, in finessing, and in leading up to a weak
suit.   This method is one which, although always
kept well in view by good players, is yet only of
accidental occurrence, and therefore does not enter
into our present discussion of the general systems
of treating the hand.

3. Another mode of trick-making is by *trumping;*
a system almost as fascinating to beginners as the
realization of master cards; but the correction of
this predilection requires much deeper study.

4. The fourth method of making tricks is by es-
tablishing and bringing in a *long suit*, every card
of which will then make a trick, whatever be its
value.   This method, though the most scientific, is

.he least obvious, and therefore is the least practised
by young players.

Now, the first, third, and fourth methods of mak-
ing tricks may be said to constitute different *sys-
tems*, according to either of which a player may view
his hand and regulate his play.   An example will
make this quite clear.

Suppose the elder hand, having the first lead, re-
ceives the following cards :

> Hearts (Trumps) Q. 9, 6, 3.
> Spades   .   .   . Kg. Kn. 8, 4, 3, 2.
> Diamonds   .   . A. Kg.
> Clubs .   .   .   . Q.

He may adopt either of the three above-named
views in regard to his hand, and the choice he makes
will at once influence his *first lead.*

If badly taught, he will probably adopt the first
system, and lead out at once his ace and king of
diamonds.

Or, if he peculiarly affect the trumping system, he
will lead out the queen of clubs, in hopes of ruffing
the suit when it is led again.

But, if he is a more advanced player, he will, at
any rate for his first lead, adopt the fourth method ;
he will lead the smallest of his long suit of spades,
knowing that if he can ultimately *establish it* and
bring it in, he must make several tricks in it.

    2*

The importance of a correct choice between the three systems consists principally in the fact alluded to above, that it directly influences the *first lead*, or what we may call (in analogy with chess) the *opening* of the game. For on the combined principle of action, *the first lead is by far the most important one in the whole hand*, inasmuch as it is the first and most prominent intimation given to your partner as to the cards you hold. He will, if he is a good player, observe with great attention the card you lead, and will at once draw inferences from it that may perhaps influence the whole of his plans. And hence, the nature of the *opening* you adopt is of the greatest consequence to your joint welfare. And it is clear that, however your play may vary in the after-part of the hand, you must, as a general principle, adopt always the *same* opening, or it will be impossible for your partner to draw any inferences from it at all.

Let us, therefore, consider how the choice between the three systems of play is determined.

We may dismiss the first, or master-card system, very briefly. It is evidently not good at once to lead out master cards of a suit of which you hold only a few ; for the reason that you can probably make them whenever any one else leads it, and that

they will then serve as " cards of re-entry," to pro-
cure you *additional leads* at a future period of the
hand, which then become peculiarly valuable, ow-
ing to the increased information you have obtained.
Hence, the master-card system, though often of
great use, must not be the one by which the *open-
ing* of the game is determined. .

Between the two other systems, however, the
choice is not so clear. It is by no means easy to
prove which of them, if pursued systematically,
would in the long run be the most advantageous *as
regards the single hand ;* to demonstrate this would
require the study of almost infinite combinations of
chances. But there is a conclusive argument in
favor of the fourth or long-suit system; namely,
that, treated as a form of opening, it is the only one
which adapts itself favorably and conveniently to
the *combination of the hands.*

The difficulties in the combined use of the trump-
ing system would be very great. In the first place,
it would not often happen that your hand contained
a suit of one card only : you might have none of a
suit, when you could not lead it; your minimum
might be two, when the policy would be doubtful;
or three, when it would be useless. Hence there
would be no *uniformity* in your opening; it would
be always equivocal, and would consequently give

your partner no information. Then, after leading
a single card you could not yourself persevere in
your system, or do anything more to further it; as
your next lead must be on some other ground—a
complexity which would effectually prevent favor-
able combined action. And, thirdly, your plan
would be so easily overthrown by the adversaries'
leading trumps, which, if they knew your system,
a very moderate strength would justify them in do-
ing, to your utter discomfiture.

The long-suit opening is free from all these ob-
jections. It is uniformly practicable, as every hand
must contain at least one suit of four cards; you
can persevere in your design every time you get the
lead, whether your partner can help you or not;
your indications to your partner are positive and
unmistakable; and the adversaries are almost
powerless to offer you any direct obstruction—
their only resource being to bring forward counter-
plans of their own.

It is sometimes alleged against the long-suit open-
ing, that in many cases it cannot be followed to its
conclusion, from the strength of trumps being
against you, or from untoward fall of the cards.
But even in this case it is still the safest, as, though
it may not succeed for yourself, it is the way least
likely to help your adversary, and indeed it fur-

nishes you always with the best means of obstructing
him, by forcing his hand.   And it must be recol
lected that its adoption *as an opening* does not bind
you always implicitly to follow it up, or in the
least prevent you from making tricks, in the after
part of the hand, by any of the other modes, if you
should find it to your interest to do so.   Any
master-cards you possess will take care of them-
selves; and if you are short of a suit, and wish to
trump it, you have only to wait till it is led by
some one else, and you attain your object without
misleading your partner.

   Thus the long-suit system has not only peculiar
benefits of its own, but it permits full advantage
being taken of the other systems also, and, used as
an opening, is in all cases the safest play.   To this
we may add that it has characterized the scientific
game ever since it was invented; it has stood the
test of long experience; and is universally adopted
by the best authorities we have.   At the same
time, by the more recondite and scientific character
of the play it admits of, it is preferred by all
eminent players, as calling into operation the high-
est intellectual and reasoning powers, and thereby
greatly ennobling the game.

   Accepting, therefore, this system as the prefera-
ble one, we are now able to enunciate the funda

mental theory of the modern scientific game, which
is—

　*That the hands of the two partners shall not be
played singly and independently, but shall be com-
bined, and treated as one.　And that, in order to
carry out most effectually this principle of combina-
tion, each partner shall adopt the long-suit system
as the general basis of his play.*

DEVELOPMENT OF THE THEORY.

WE now proceed to explain how this theory is developed into a practical shape; and this we must divide off under several heads. The most important is

Its Influence on the Management of Trumps.

The treatment of trumps is a great puzzle to ill-taught players, who generally use them in the wildest and most unskilful way. To play them in detail to the best advantage always requires much judgment, even in the most educated; but the general principles of their management are easily and clearly determined by our theory, as we shall endeavor to show.

Trumps may be used for three distinct purposes, namely:

1. To play as ordinary or plain suits. This use, however, ignores their higher or *special* value, and ought therefore to be made quite subordinate to the other two.

2. To make tricks by trumping.

3. To aid in making your own or your partner's long suits or high cards.

The theory we have enunciated points clearly to

the third use of trumps as the highest and most
scientific, and accordingly this application of them
is always the most prominent in the scientific game.
It is obvious that the chief obstacle to making long
suits is their being trumped by the adversary; and
that therefore the advantage will be with that
party who, having predominant strength in trumps,
can succeed in drawing those of the adversaries.

For this reason, whenever you have *five trumps*,
whatever they are, or whatever the other compon-
ents of your hand, *you should lead them;* for the
probability is that three, or at most four, rounds
will exhaust those of the adversaries, and you will
still have one or two left to bring in your own or
your partner's long suits, and to stop those of the
enemy. And notice, that it is *numerical* strength
of trumps that is most important for this purpose,
so that you must not be deterred from leading
them, even if all five should be small ones ; for in
this case probably your partner will hold honors,
and even if the honors are all against you, you will
probably soon bring down two together.

And, further, you must recollect that it is no
argument against ˙leading trumps from five, that
you have no long suit, and that your hand is other-
wise weak ; for it is the essence of the combined
principle that you work for your partner as well as

yourself, and the probability is that if you are weak, *he* is strong, and will have long suits or good cards to bring in.   And if, unfortunately, it should happen that you are both weak, any other play would be probably still worse for you.

The lead of trumps is considered so important to the science of the modern game that, for many years back, a *conventional signal* has been introduced, by which, when a player wants them to be led, and cannot get the lead himself, he may intimate the fact to his partner, and call upon him to lead them.   This signal consists simply in throwing away, unnecessarily, a higher card before a lower. Thus, suppose king and ace of some suit are led consecutively, and your two lowest cards are the seven and the three, the usual play is to throw away first the three and next the seven.   But if you reverse this order, playing *first* the *seven* and then the three, this is a command to your partner to lead trumps immediately.   It is called the *signal for trumps*, or *asking* for trumps; it is explained in all modern works, and it is become a recognized arrangement in all the best Whist circles.

It will also be evident that, as the success of the long-suit system depends so much on the early extraction of trumps by the hand strong in them, it is your *imperative duty to return trumps* immedi

ately if your partner leads them, or to lead them
the first opportunity if he signals for them. You
must not consider your own cards; for if you agree
to play the correct game, you are bound to do what
is best for the *combined* hands, and your partner,
having the power of conferring so great a mutual
benefit, must not be thwarted in his design. It is
the understood etiquette for the strong hand in
trumps always to take precedence, and a partner
who refuses to conform to the rule should be " sent
to Coventry " by all good players. It is an old Joe
Miller in Whist circles, that there are only two
reasons that can justify you in not returning trumps
to your partner's lead; i.e., first, sudden illness;
secondly, *having none*. There is, however, one
case in which you have an option, and that is
where your partner, in desperation, leads trumps
from *weakness*, in hopes *you* are strong; if, there-
fore, you are *also* weak, you can return them or
not as you think best for the game.

The foregoing remarks apply to the case of great
numerical strength in trumps, one hand being sup-
posed to hold five. It remains to be considered
how trumps should be treated when you hold a less
number.

With *four* trumps you are still numerically
strong, but you have not, as in the former case,

such overpowering strength as warrants you in
leading trumps at all hazards. Possibly one of the
adversaries may also hold four, or even five, in
which cases you might be unintentionally playing
his game.

Hence, with four trumps considerable discretion
is required, their lead being only warranted by tole-
rable strength, either of yourself or your partner,
in other suits, in which case, even if long trumps
remain in against you, you may manage to force
them out and afterwards bring in your good cards.
But if you have to lead before you can ascertain
what your partner's hand consists of, and if you
have a good plain suit, it is generally best to lead
that first.

With a short suit of trumps, i.e., with *less than
four*, it is very seldom right to lead them, at the
commencement of the hand, for the obvious reason
that if the adversaries happen to be strong, you are
playing their game. It can only be warranted by
very strong cards in all other suits, by which you
may, perhaps, be able effectively to force a strong
adverse trump hand.

Many uneducated players will lead a high trump
from weakness, in order, as they say, to strengthen
their partner; but this is founded on imperfect rea
roning. The effect of leading high or strengthening

cards is to benefit the hand that is longest in the
suit; and if you know this to be your partner's
case, the play is right.   But to do it in uncertainty
is wrong, since it is two to one that the longest
hand is not with your partner, but with one of the
adversaries, and therefore the chances are that you
favor the opponents' game.

Many unscientific players will also lead trumps,
simply because their long suit is trumped, or is
likely to be so.   This also is a mistake; for, as
before, if the adversaries are strongest in trumps,
you are only playing their game.

The proper use to make of trumps when you are
numerically weak in them, is to use them, if possi-
ble, for ruffing.   You cannot, for want of strength,
put them to their highest use, and you must, there-
fore, fall back upon their lower application.

Several corollaries arise out of the foregoing
principles of the scientific management of trumps;
for example :

It will often happen that, being second player,
and having none of the suit led, you may be at a
loss to know whether to trump a doubtful trick or
to leave it for your partner.   This difficulty is at
once solved by the foregoing theory.   If you are
weak in trumps, holding, say, not more than three,
trump without hesitation, as your trumps are of no

other use, and they may probably save a command
ing card of your partner's, which in the adversaries'
suit will be very valuable.   But, if you have a long
suit of trumps, holding four or more, pass the trick,
as they are too valuable to risk wasting.   It may
even be sometimes advisable, in the latter case, to
refuse a trick which is certainly against you, as
your trumps will ultimately make, and you may
perhaps discard advantageously.   This rule is addi-
tionally useful as an indication to your partner.   If
he sees you trump freely second-hand, he will know
you are weak; if you abstain, he will infer you are
strong, and his knowledge of either fact may be of
great value to you both.   In the latter case also
your discard will give him very useful information.

The greatest mischief that can be done to a strong
trump hand is to *force* it to ruff, so depriving it of
its preponderating strength.   This must be borne
in mind if you see your partner renounce a suit,
when you must, if you know him to be strong in
trumps, carefully avoid forcing him.   If you have
had no indication of his hand, you must form, as
well as you can, a judgment by your own; if you
are weak, he may probably be strong : and hence
the rule that you *must not force your partner* when
you are *weak in trumps yourself*, until you are
satisfied that your doing so will not harm him.

These principles also teach you how best to
oppose a strong adverse trump hand, and to seek to
diminish the advantages it gives over you.   In
this case you have first carefully to avoid leading
trumps, which is the adversaries' game; and, se-
condly, you must *force* the adverse strong hand to
ruff whenever you can.   By this means, if perse-
vered in, you may perhaps succeed in neutralizing
the opposing strength, and so in making your own
good or long cards, although the chances are gener-
ally against you.   At any rate, you can endeavor
to make use of your trumps for ruffing before they
are drawn.

Many players, when weak in trumps, will lead
through an honor turned up, without any other mo-
tive than to give their partner a supposed trifling
advantage in making a trick with them.   This is a
delusion, and is moreover entirely at variance with
the principles of the modern game, inasmuch as it
debases the trumps to their lowest use.   But its
worst fault is that it entirely misleads your partner,
who, if he plays properly, will imagine you to be
strong, and by returning them probably destroy
your joint game.

Again, if you have great numerical strength in
trumps you should never hesitate to lead them *up*
to an honor.   It is true your partner, being obliged

to play his best, may possibly lose a high card, but this will be rather to your advantage than otherwise, as it will strengthen your hand and give you earlier the entire command. If you abstain from leading them, your partner may imagine the strength to be against him, and will play accordingly, and thus the immense advantage of you strong trumps may be lost.

Such are the chief practical principles in regard to trumps, deducible from the scientific modern theory. It will be seen they are a powerful engine for the advantageous working of plain suits, and that they require to be played with great care. In fact, the way in which a player manages his trumps will always form the surest index of the extent of his knowledge of the game.

Management of Plain Suits.—Long Suit Lead.

We now go on to show the general application of the scientific theory to the play of suits not trumps, or, as they are called, *plain* suits.

Supposing you have first lead, not being very strong in trumps, but having a *long suit* in your hand. Adhering to the established mode of "opening," you lead from your long suit, thereby at once informing your partner what is the chief component of your hand. He will recollect this, and as

it is his duty to return your lead hereafter, and
your interest to persevere in your suit, you will
have the opportunity of " making " any good cards
in it which the joint hands may contain, and you
may probably after three rounds be left with one
or two *long cards* of it in your own hand.   These
long cards will then become very valuable ; if the
trumps can be extracted from the adverse hands,
and you can get the lead, either by a trump or a
card of re-entry, they will make certain tricks : if
any trumps remain against you, the long cards may
be made powerful weapons of offence by *forcing*
them out ; so that in either case the system of play
will be advantageous for you.

  Next comes the question, *What card* should you
lead from your long suit ?   To answer this fully
would involve more detail than we purpose to go
into here, but there are some prominent considera-
tions that will serve as guides for general practice.

  As an abstract principle, it is not good to part
with your high cards at first, as it is very desirable
to retain the *complete command* of the suit at a later
period.   Suppose, for instance, you hold ace, king,
and three small ones : the most advantageous lead
(if it were not for a consideration we shall enter
into by and by) would be a small one ; for on the
second round you would have the complete com-

mand with your ace and king, being able probably thereby to draw all the others and pursue your suit to the end. When you have such command, your suit is said to be *established,* and it is evidently advantageous for you to get this effected as early as you possibly can. This principle would, therefore, dictate that your first lead should generally be the lowest of your suit.

But there is a circumstance which considerably modifies the application of this principle in practice—that is, the risk of the suit being ruffed by the adversaries; on which account it is advisable to depart in some measure from it for the sake of making your winning cards early. Thus in the above hand of ace, king, and three small ones, if you were to begin with the smallest, reserving your two high cards for the second and third rounds, you would probably have one of them trumped; for which reason it is good policy to play them out first, at the risk of delaying the establishment of your suit.

The first-named principle will, however, always apply for leading trumps, and also for plain suits when trumps are out, as the motive for the departure from it then no longer exists.

There is also another kind of exception from beginning with the lowest, but which directly tends

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to promote the early establishment of your suit;
namely, when you have a high sequence, such as Q,
Kn. 10, at the head of your hand.   In this case
your endeavor should be to force out the higher
cards, for which purpose you lead the highest of
your sequence, say the queen, which will be almost
sure to force out either the ace or king; if the
other is also against you, you may, on another
round, bring it out with the knave, leaving you
then with the best card and probably with the en·
tire command.

   Directions how these principles may be applied
in leading from particular combinations of cards,
are usually given in the detailed rules of play.

Return of the Lead.

   Hitherto we have only spoken of your own pro·
ceedings in leading.   But it is now desirable to con-
sider your partner's duty, i.e., how he is expected
to *help you* in regard to the play of your long suit.
It is not enough that he simply return your lead;
the efficiency of his aid will much depend on *what
cards* he plays.

   The key to this lies in the fact that, as you hold
more than the average number of cards in the suit,
he will probably hold *less;* i.e., if it is a long suit
with you, it will be a short one with him.   If you·

for example, hold five, the chances are much against
his holding more than three. And it follows from
this, that the best thing he can do for the joint ben-
efit is to play his cards rather with reference to your
hand than his own, i.e., to give you the more im-
portant part of the play in reference to the suit in
question.

And there are two principles deducible at once
from our theory, which will serve for his guidance
in this particular.

The first is, that he must *get rid of the command
of your suit ;* for we have already stated it to be
eminently desirable you should get this early into
your own hand, in order to establish your suit as
soon as possible. Thus, whenever he finds he holds
the best card in it, he must play it out, in order to
get it out of your way.

And then, secondly, he must adopt, in this suit,
what is called *strengthening* play. The meaning of
this term is often misunderstood, but it is exceed-
ingly simple. Whenever a high card is played, its
withdrawal *promotes* (in military parlance) all the
lower cards of that suit still existing in the various
hands, i.e., it raises each of them a step in rank ;
what was formerly the third best becoming now the
second best, and so on. And as it is evident that
the longest hand will be the most likely to benefi

by this proceeding, this hand is said to be *strength-
ened* thereby, so that, when your partner plays our
high cards of your long suit, even though he may
not make tricks with them, their withdrawal will
strengthen, and thereby benefit you.   This is an im-
port ant reason for the well-known rule to play *high-
est i hird hand ;* you having led from your long suit,
your partner plays the highest he has, not only to
his best towards getting the trick, but also, if he
loses it, to strengthen your hand by getting high
cards out of your way.   This last object is entirely
lost sight of by those silly people who feel mortified
at "having their high cards taken," as well as by
those, not much less silly, who, when strong in
trumps, object to "lead up to an honor."

   For this reason also your partner *must not finesse
in your long suit,* except with ace and queen the
first time round, which, provided he gets rid of the
ace soon afterwards, is considered allowable.

   The principle of strengthening play must also
guide your partner in returning your lead ; for if he
is short in the suit (i.e., if he held not more than
three cards originally), it will be very advantageous
to you that he should return the *highest* he has left,
and not the lowest; he may thus either save a high
card of yours, or may afford you a good finesse, or
at all events he will strengthen your hand, and aid

you in establishing your suit. Thus if your partner originally held king, knave, and a small one, and has played out his king to your first lead, when he returns the suit he must lead the *knave*, and not the small one.

This duty of returning the highest of a weak suit is so imperative, that it has now, by universal consent of the best players, become a *conventional rule*, by adhering to which your partner may show you the state of his hand. If, for example, he had originally ace, five, and four of your lead, after winning with the ace he must return the *five* and not the four. It matters nothing to *him*, but it may be all important to you, and violation of the rule may lose the game.

It is of course possible that your partner may hold originally *more* than three of your suit. In this case he is, like you, numerically strong, and this should justify him in so far considering his own hand as to depart from the before-mentioned rule, and to return his *lowest*. But in any case, if he happens after the first round of your long suit still to hold the *best* or master-card in it, he should play it out at once, to get it out of your way, and to prevent your imagining it is against you.

It is by no means necessary that your partner should return your lead immediately (except in

trumps, which he is bound to return *instanter*), on
the contrary, it is highly desirable that the first lead
he gets he should lead *his own* long suit, so as to put
you as early as possible in possession of information
as to his hand, in return for that he has obtained
from you. This will guide you to another lead
when your own suit is stopped, and will promote
your joint action.

After you and your partner have both led your
long suits, you will probably have a choice whether
to go on with your own suit or with his. This will
often be determined by the fall of the cards. If,
for example, you win his lead cheaply, you should
not return it, as you would be leading through the
weak hand, which is contrary to principle, and the
lead will come more properly from him. If, on the
other hand, your partner has shown himself very
weak in your suit, and you are also not very strong,
of course it would be disadvantageous to go on with
that, and you may probably do better to return your
partner's. If your right-hand adversary has shown
himself weak in your suit, pursue it by all means,
as your partner ought not to return it for you.

The foregoing explanations will show the nature
of the mutual duties which the modern or combined
game enjoins between yourself and your partner;
for we need hardly add, that all we have said as to

his duties to you, as aiding you in your suit, equally
defines your duties in aiding him. This mutuality
cannot be too strongly insisted on; the want of a
proper perception of it is the great fault of many
otherwise good self-taught players, and it is the
hardest lesson they have to learn. There are num-
bers of people who can play their own hands excel-
lently, but who have no idea either of getting help
from, or of affording help to, their partners, and
who must therefore lose all the benefit derivable
from the combined game.*

Further Remarks on the Lead.

We have hitherto assumed that you lead from
the longest suit you hold, which is the safe general
rule; but cases often occur which involve some dif-
ficulty of choice. For example, suppose you have
five small cards, in one plain suit, and four with
honors in another. The theory by no means im-
peratively calls on you to lead the former; for it
must be borne in mind that the *rank* of the cards
always deserves consideration, and your leading the
four suit (which is still a long suit) would be per-
fectly justifiable.

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* One of our best modern players characterizes playing
for your own hand alone as "the worst fault he knowe
in a Whist player."

Similarly a question might arise between four small cards and three good ones; but here the case is different, for three cards constitute a *short* suit, to lead which unnecessarily would be a violation of the theory.

Such, however, is the infinite variety of Whist, that provision must be made for leading under all sorts of circumstances, and from short suits among others. For example, you may have originally no long suit except trumps, which you do not feel justified in leading; or your own long suit may be trumped, and your partner may not yet have given you any indication what to lead for him. Leads from short suits, being contrary to principle, are called *unnatural* or *forced leads;* it is necessary to be prepared for them, and the following hints may be of use:

It is good to lead *up to* the *weak* adversary, or *through* the *strong one.* Therefore you may pretty safely lead a suit in which your right-hand adversary has shown himself weak, or your left-hand adversary strong. (Indication of strength is given by the lead, of weakness by the play of the third and fourth hand, and by the *discard.*) Remember, however, that, as a general rule, returning your adversary's lead is to be avoided.

When you are obliged to lead from a short suit,

the general rule is to play out the highest card you
have, to inform your partner. If you have any rea-
son to know that he is long in the suit, the rule
admits of no exception; but if you are doubtful
on this point, it may be taken with some reserve.
If, for example, you have an honor with two small
ones, you may lead the smallest, so as to try and save
the honor, in case of the strength lying against you.

When you lead in this way an unnatural or forced
lead, your partner ought generally to know it by the
card you play, and *ought not to return it*, unless he
happens to be strong in that suit himself, when he
may treat it as a lead of his own.

If it is injudicious to lead from three cards, it
may easily be inferred how much more erroneous it
is for your first lead to be from *two* or *one*, such
being, as we have already explained, contrary to
the essential principles of the modern scientific
game. It is quite possible that in certain cases
such a lead may seem to suit your own hand; but
by adopting it you give up altogether the principle
of the combined game: you make up your mind
wilfully to mislead your partner, and run a great
risk of sacrificing his hand. For a glance at the
foregoing rules will amply show how essentially, if
he is a well-taught player, his mode of play will
depend on the first card he sees fall from you, and

3*

the inferences he draws therefrom as to the state of
your hand.

There is an old rule that you should not lead
from a *tenace*, and this is no doubt good as regards
a short suit; but if your tenace suit is your long
est, the advantage of opening your game correctly
is so great as to outweigh the other consideration.
When you happen to be left with a tenace towards
the end of the hand, the case is different, as you
should generally hold it carefully back, and try to
get it led up to.

Other Applications of Theory.

The long-suit system will furnish you with a good
principle of guidance in the matter of *discarding*,
which should always be done from short or *weak*
suits, not from long ones. The cards of the for-
mer are of little use; those of the latter may be
very valuable even to the smallest you have. The
discard, practised on this principle, furnishes a very
important means of conveying information to your
partner as to the state of your hand. For example:
suppose hearts are trumps, and that one of the ad-
versaries has shown strength in spades; you lead a
winning club, to which your partner discards a dia-
mond; it is almost certain, if everybody plays prop-
erly, that he must be very strong in trumps, and

you may play accordingly. The restrictions to be
observed in discarding on this principle are, not to
unnecessarily unguard good cards, and to keep a card
of your partner's suit to return his lead.

A word or two is necessary as to your course in
regard to your *adversaries ;* for it must be recol-
lected you have not only to play your own and
your partner's game, but you have also to defend it
against hostile attacks, and to be able to attack the
enemy in turn.

The principles dictated by the theory of the
game in this respect are very clear, the golden rule
being to do to them what you would *not* that they
should do unto you. For example : if you find a
strong hand of trumps declared against you, you
must force that hand to ruff, as the best means of
destroying its strength, while you must take the
earliest opportunity of making your own weak
trumps by ruffing before they are drawn, and of en-
abling your partner to do the same if he is weak
also. You must generally be chary of returning
the adversaries' leads, or of doing anything to aid
in establishing their suits, of which you should
avoid parting with the command—just the reverse
of the principle you adopt with your partner. Any-
thing, in fact, which the principle of the game rec-
ommends in regard to your partner, you must

avoid with your adversaries; and, on the other
hand, you may adopt, towards them, any kind of
play which would do your partner harm.

Communication between the Partners.

We have already stated that the theory of the
scientific or combined game essentially contemplates
the interchange of communication between the part-
ners to the fullest legal extent, as to the state and
contents of each other's hands; and as the giving,
obtaining, and making use of such information forms
one of the chief characteristics of good play, a few
additional words on the point may be useful here

In the first place, the system of play itself fur
nishes a large source of information; for by follow-
ing carefully the established principles, and by avoid-
ing wild and irregular play, you will certainly put
your partner in possession of the most material
facts as to your hand, while by carefully observing
his play you will become possessed of similar infor-
mation as to his hand in return. A glance through
the foregoing remarks will show this quite clearly.

But, independently of this, you must adopt every
further means in your power of giving him infor-
mation, and there are many ways in which this may
be done. We have already mentioned some con-
ventional signals which, by common consent, have

become legalized and adopted for the purpose, such
as the *signal for trumps*, and returning the highest
from a short suit; and there are one or two others
which may be remarked on.

The mode of playing *sequences* furnishes one of
these. Suppose, being third player, you hold king
and queen; it is clearly immaterial, as regards the
immediate effect, which of these two cards you
play; but, since you have the choice, advantage is
taken of the fact to enable you to give your part-
ner information, the rule being that you always
play the *lowest* of the sequence; so that your part-
ner, understanding this convention, will at once ac-
quire the knowledge that you have not the knave,
but *may* have the king. If you played the king,
he would erroneously infer you had not the queen,
and this error might cause him to do your joint
game much injury. This rule of playing the lowest
of a sequence applies whenever you are second,
third, or fourth player; but when you *lead* differ-
ent considerations come in, which require, in many
cases, the highest of the sequence to be played.
This is, however, perfectly well understood, and
causes no confusion.

There are also several other lesser means of con-
veying information, such as by retaining the turn-
up card as long as you can, and by particular modes

of play in particular cases: as. for example, if you
found yourself at a certain period of the game with
the best and second best cards of trumps, or of a
plain suit when trumps were out, you would lead the
second best, to show your partner you held the best
also; or, in discarding from a suit of which you
have full command, it is a con ention to throw away
the *highest*, which your partner must know you
would not do without good reason.   Other devices
of this kind will often suggest themselves in the
course of play.

   And this consideration should also guide you to
be extremely careful against doing anything which
may mislead your partner, particularly in the man
agement of your small cards; for example, it would
be inexcusable unnecessarily to throw away a three
or a four if you held a two.   Deceiving your part-
ner is a crime which ought to be held in the great-
est abhorrence by a Whist player.   It is ranked by
one of our greatest Whist authorities with want of
veracity in common affairs.   " In no other position
in life," says he, " would you tell me that which is
untrue ; and why should you do it here ? "

*On the Degree of Strictness with which Systematic
            Play should be adhered to.*

   It does not follow that because the modern scien-
tific game involves a general system of play, this

system is to be rigidly and slavishly adhered to, without judgment or discrimination. On the contrary, one of the characteristics of a fine player is his ability and tact in finding out when and to what extent he may modify or depart from the ordinary rules. It is impossible to teach this, and it is scarcely advisable that the learner should trouble himself much about it; for it is far preferable to show even too strict an adherence to principle, than to depart from it wildly and unskilfully. When the systematic theory and practice of the scientific game have been fully mastered, practice and observation will soon point out, to the intelligent student, the modes in which he may advantageously modify his play.

The principal cause which justifies what one may call exceptional or irregular play, is the *state of the score*, which in Short Whist continually requires the most careful attention. The necessity for gaining a certain definite number of tricks, in order to win or to save the game, under peculiar circumstances of the hands, often gives rise to special problems, out of the usual category, and for which the ordinary system must be entirely thrown aside. If, for example, you score four, and have six tricks already, it is absurd to trouble yourself about any

scientific mode of play, if by any possible means
ever so irregular and exceptional, you can ensure
one trick more.   And so if, at love-all, two honors
are declared against you, and you have four tricks
up, any kind of play will be right that will get you
the fifth trick to save the game.   Again, suppose
the adversaries are four, and you, with the lead,
have a bad hand.   The best play is, in defiance of
all system, to lead out your best trump; for, if
your partner has not a very good hand, the game
is lost; and if he has, that is the best thing to
do.

   Towards the end of the hand, rules may be often
advantageously laid aside and false cards played, for
then the great scheme of play cannot be affected by
them: it has been settled and carried out long
before.

   There is another justification for departure from
strict systematic play: that is, the consideration of
the personal capabilities of your partner or your
adversaries, and their degree of knowledge of the
game.   It is an essence of the scientific game, con
sequent on its mutual and combined character, that
both partners must understand it, and must play
on the same general principles, otherwise the mutu-
ality cannot consistently be carried out.   And a

question arises from this, which often puzzles stu
dents; i.e., What should you do when you have a
partner who does not understand, and consequently
does not play, the scientific game?

This question is difficult to answer, as so much
depends on the extent of his capabilities. It is,
however, certain that you must considerably mod-
ify your play, as all the features which depend on
your partner's appreciation of the combined game
would be thrown away. It would be folly, for ex-
ample, to give the signal for trumps or any other
conventional sign if it was not likely to be under-
stood. And the case would be worse if one or
both of the adversaries happened to be observant
players; for, in such case, the more information you
gave as to your hand, the more facility you would
afford for your own defeat.

It is impossible to give rules for such cases:
sometimes it might be politic to play for your own
hand only; at others you might partially help your
partner (if you could understand his play) though
he might not help you; at other times you might
most profitably devote your attention to thwarting
your adversaries. All would be a matter of judg
ment at the time.

The only thing to be said is, that principles of
play which depend essentially on a joint action of

the two partners, must not inflexibly be carried out
when one of their most fundamental conditions is
wanting; and that, consequently, what would be
very bad play if you had a good partner, may be
perfectly good when you have a bad one.

CHAPTER V.

RULES AND DIRECTIONS FOR PLAY.

THE foregoing remarks illustrate what we have called the Theory of the Scientific or Modern Game. The way in which this theory is usually brought into practical application is by means of Rules or Directions for Play; indeed, the ordinary plan in teaching Whist, either personally or by books, is to give these rules only, either ignoring the theory altogether, or only allowing it to be inferred by the student as well as he can.

Many collections of rules, carried out in considerable detail, will be found in the best modern works on Whist; but it will be useful to give here a short summary of the principal ones, arranged in a convenient form for reference.

It must be explained that among such rules are included many which have no direct reference to the theory of the game, but are matters of detail providing for what we may call the *accidents* of play

SUMMARY OF RULES AND DIRECTIONS FOR PLAY.

> The principles on which most of these rules
> are based will be found in the foregoing theoret-
> ical considerations. Some further explanations,
> together with notes of exceptions and other
> useful remarks, are appended in small type.

The Lead.

Let your first or principal lead be from your
best *long* suit.

> If you have two suits, each of more than three
> cards, you may prefer the one which is *strongest*
> in high cards ; but always avoid, if possible, an
> original lead from a suit of *less than four.*

Holding in this suit *ace and king,* lead king first,
then ace.

> This is preferable to beginning with the ace,
> as it may sometimes convey useful information.
> No good partner would trump your king led.

> If you held ace, king, queen, lead king first,
> then queen, for the same reason.

Holding *king and queen,* lead king.

> And, if it wins, a small one, as the ace ought
> to be with your partner.

Holding *king, queen, knave, ten,* lead the lowest of the sequence, to induce your partner to put on the ace, if he has it, and leave you with the command.

Holding *ace, queen, knave,* lead ace, then queen.

So as to obtain the command with the knave. If your partner holds the king, he ought to put it on the queen (if he can trust your leading from a long suit), so as not to obstruct your establishment of the suit.

Holding *ace and four others* (not including king, or queen with knave), lead ace, then a small one.

To prevent the chance of your ace being trumped second round.

Holding *queen, knave, ten,* or *knave, ten, nine,* at the head of your suit, lead the highest.

It is an old and well-known rule to "lead the highest of a sequence." But like many other rules, when the reason of it is not comprehended, it is often totally misunderstood and misapplied. The object of doing this is to prevent your partner from putting on the next highest, if he has it; but there are many cases where you ought to *desire* him to put it on, and where, consequently, the lowest ought to be played—as, for example, when you hold a quart to a king, as before direc

tal. In a general way the rule should apply
only to a *high* sequence *leading* the suit in your
own hand, and not to low or subordinate sequen-
ces, to lead the highest of which would only de-
ceive your partner without doing you any good.
See an example in the note to the following rule
and also remarks on the trump lead.

In other cases lead the *lowest* card of your suit.

If you hold king, knave, ten, nine, and a small
one, lead the nine; if king, knave, ten, and oth-
ers, the ten. These are exceptional combinations.

**If trumps are out before you open your suit, you
should lead differently, keeping back your high
cards.**

See the rules for trump leads, which apply in
a great measure to this case also.

**Lead your own long suit, if you have one, before
you return your partner's.**

Unless you happen to hold the master-card in
your partner's suit, which you should part with
as early as you can, to get it out of your partner's
way, and prevent his imagining it is against him.

**In returning your partner's lead, if you held *not
more* than *three cards* of the suit *originally*, always
return the *highest* you have left.**

To strengthen his hand, and as a conventional signal. If you originally held four, return the lowest, unless you have the master-card, which play out at once, as before directed. Also, if you happen to have discarded one of the four, play as if you had held only three.

It is good to lead a suit in which your *right*-hand adversary is *weak*, or your *left*-hand *strong*.

I.e., lead *up to* the *weak* suit, or *through* the *strong* one. On this principle avoid, if possible, returning your partner's suit, if you have won his lead cheaply.

(Indication of strength is given by the lead— of weakness by the play of third and fourth hand, and by the discard.)

If obliged to lead from a suit of less than four cards, the general rule is to lead the highest.

To inform your partner. If you have any reason to know he is long in the suit, the rule admits of no exception; but if you are doubtful on this point, it may be taken with some reserve. For example, if you hold an honor and two small cards in a suit respecting which no indication has yet been given, to lead the honor might not only throw away a chance of making it, but strengthen one of your adversaries

Avoid leading a suit which one adversary ruffs,
and the other discards to.

> Unless you are sure of forcing the *strong*
> trump hand.

Towards the end of the hand it may often win
you an extra trick to avoid leading from a tenace
or a "guarded second," and to try and induce your
left-hand adversary tó lead that suit for you.

> This is one of the points in which *fine* play is
> best shown.

Second Hand.

The general rule for the second hand is to play
our lowest.

> For your partner has a good chance of win·
> ning the trick; and the strength being on your
> right, it is good to reserve your high cards (par-
> ticularly tenaces, such as ace and queen) for the
> return of the lead, when you will become fourth
> player.

> With one honor and one small card the best
> players adhere to this rule.

The following are some of the most usual excep-
tions to this rule :

Holding Ace and King,	put on King.
"	King and Queen,	" Queen.
"	Ace, Queen, Knave,	" Knave.
"	Ace, Queen, Ten,	" Queen.

Also, if you have two high cards in sequence (as
queen and knave, or knave and ten), with only
one other; or if you have three high cards in
sequence with any number, it is generally consid-
ered right to play the lowest of the sequence second
hand.

> To help your partner in case of the third hand
> being weak. There is, however, some danger of
> this being mistaken for the signal for trumps,
> and your partner must be on his guard.

The second round of a suit, it is generally right
to win the trick, second hand, if you hold the best
card.

> Great strength in trumps, however, which
> always warrants a backward game, may some-
> times justify you in leaving it to your partner,
> particularly as you thereby keep the command
> of the adversary's suit.

If an honor is led, you should generally put a higher honor upon it.

> But if you are strong in the suit, you may husband your strength and play a small one.

Do not trump a doubtful trick second hand if strong in trumps: if weak, trump fearlessly.

Third Hand.

The general rule for the third hand is to play the highest you have.

> In order not only to do your best to win the trick, but to strengthen your partner's long suit, by getting the high cards out of his way.

> If you have a head sequence, remember to play the lowest of it.

This rule is subject, however, to the peculiar attribute of the third hand as regards *finessing.*

> To know how to finesse properly, requires great judgment and experience, but there are a few useful rules of general application:

> *a.* The first-time round of a suit, if you hold ace and queen, you always play the queen.

> *b.* With this exception, it is wrong in principle

to finesse in your partner's long suit, as he wants the high cards out of his way. If you see that he leads from weakness, or if he leads for strengthening cards in your *own* long suit, you may finesse more freely.

c. It is dangerous to finesse the *second-time* round of a suit, as the chances are it will be trumped the third time.

d. If, however, you are strong in trumps, you may finesse much more freely, as your trumps may enable you to bring your high cards in.

e. With minor tenace it is generally proper to finesse the second round, as the best card must probably be to your left; and if the third best is there also, both your cards must be lost in any case.

f. It is of no use to finesse, if the previous play has shown that the intermediate card, *against* which you finesse, does not lie to your right; for in that case it must be either with your partner or your left-hand adversary, in either of which cases finessing is obviously useless.

g. The advisableness or not of finessing in certain cases late in the hand is often determined by the fall of the cards or the state of the score; e.g., when you particularly want one trick to win or save the game, or if, from what you know of your partner's or opponents' cards, you see you *can* only get one, it would be wrong to finesse for the chance of gaining two.

Be careful to watch the fall of the cards from your left-hand neighbor, in order that, if he proves weak in a suit, you may avoid wasting high cards when small ones would suffice to win the trick over him. This is very necessary, as your partner is often likely to lead up to the weak hand.

Fourth Hand.

In this you have in most cases little to do but to win the trick as cheaply as you can.

> And recollect if you *do* win it cheaply, it may afford you a good hint for a good lead when you are in want of one.

Cases sometimes arise, however, towards the close of the hand, where it is advisable not to win the trick.

> As, for example, when by not doing so you can force your left-hand adversary to lead up to your tenace, or guarded second.

There are also cases in which it is advisable to win a trick already your partner's.

> As, for example, to get high obstructing cards out of his way, or to enable you to lead up to a

weak hand, or otherwise to alter the position of
the lead.

Management of Trumps.

If you have five or more trumps always lead
them, or signal to your partner to do so.*

> As explained in the foregoing theoretical re
> marks.

A trump lead from four may be warranted by
strength, either of your own hand or your partner's
in other suits, but always requires judgment and
care.

> But if you have a long suit to bring in, it is
> generally best, with four trumps, to lead the
> plain suit first.

A trump lead from three or less is seldom wise,
being only justifiable by great strength in *all* other
suits, or by special necessity, such as stopping a
cross ruff, etc.

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* Good players are sometimes more cautious in asking
for trumps than in leading them. The rule given by one
of the best modern authorities is, not to ask for trumps
unless you hold four with two honors, or five with one
honor, together with good cards in one of the hands. It
is simpler, however, for learners to adhere to the rule
always to lead or ask for trumps when they hold five.

You must not lead trumps simply because your long suit is trumped, for, if your adversaries are strong in them, you will only be playing their game.

The proper card to lead from your own strong suit of trumps varies a little from that of common suits.

For the latter is influenced by the chance of being ruffed, from which the trump suit is free.

For this reason, unless you have commanding strength enough to disarm the adversaries at once, you play a more backward game, generally leading your lowest, to give the chance of the first trick to your partner.

It is also often very advantageous to reserve a high trump to give you the lead the third time round, as in case of adverse strength of trumps remaining against you, it may enable you to force it with much advantage.

If you have *ace, king, queen,* or any other *commanding* sequence, lead the *lowest* of them first, and then the next lowest, and so on to inform your partner.

If you have *ace, king, knave* of trumps, it is good to lead the king and then stop, waiting for the return of the lead in order to finesse the knave.

If your partner asks for trumps, you are bound

to lead them, and if he leads them you are bound
to return them, the first opportunity.

> Remembering in either case, if you had not
> more than three, to play your *highest*, in order to
> strengthen his hand.
>
> In inferring that your partner has asked for
> trumps, recollect that there are cases in which
> he may have *necessarily* played the higher card
> first ; in the trump signal it must be played *un-
> necessarily.*

Never lead *through* an honor turned up, unless
you otherwise want trumps led.   On the other hand,
do not hesitate to lead *up to* an honor, if you are
strong in them.

> As explained in Chap. IV.

You may finesse in trumps much more deeply
than in plain suits,

> As master-cards must ultimately make.

Ruff freely when weak in trumps, but not when
strong.

> See directions for the Second Hand.
> It may often be advisable when strong in trumps
> even to refuse to trump a trick which is certainly
> against you, as your trumps will ultimately make

and you may perhaps discard advantageously
If you see your partner do this, he will probably
want trumps led, and you must carefully avoid
forcing him.

Do not force your partner if weak in trumps
yourself.*

At least, not until you have ascertained it will
do him no injury ; for your weakness renders it
probable he may be strong, when forcing may be
the worst injury you could do.

On the other hand, force a strong trump hand of
the adversary whenever you can.

Whenever you are not strong enough to lead
trumps, you are weak enough to force your ad-
versary.

If, when you or your partner are leading trumps,
one adversary renounces, you should not generally
continue the suit.

As you would be expending two for one drawn.
Your proper game is then to try and make your
and your partner's trumps separately.

* One of the best modern players defines " four trumps
with one honor " as sufficient strength to warrant your
forcing your partner.

It may, however, often be advisable, even un
der this disadvantage, totally to disarm the
adversary, if you or your partner have cards or
suits to bring in. In this case, the renouncing
hand should be led *up to*, rather than *through*.

Similarly, if your *partner* renounces trumps, it is
generally advisable to go on.

As you draw two trumps by expending one.

If you are dealer, retain the turn-up card as long
as you can.

To inform your partner ; if not, recollect it,
and notice when it falls. When, however, the
adversaries are drawing trumps, it may sometimes
be advisable to part with it unnecessarily, in
order to make them believe you have no more.

General Directions.

Sort your cards carefully, both according to suit
and rank, and count the number of each suit.

This will greatly assist the memory.

If not leading, always play the *lowest* of a se-
quence.

This is one of the modern conventional rules by
which information is conveyed to your partner as
to the contents of your hand, and i you have an
4*

> observant and educated partner it must be care-
> fully adhered to.

Get rid of the commanding cards of your part-
ner's long suit as soon as possible.   Retain those of
the adversaries' suits as long as you conveniently
can.
> As explained in Chap. IV.

Discard generally from short or weak suits, not
from long or strong ones.

> For the cards of the former are of very little
> use, while those of the latter may be very valua-
> ble.   Besides, your first discard is generally a
> very important source of information to your
> partner.

> It is, however, sometimes worth while to break
> the rule for the sake of retaining a guard to an
> honor or second-best card, particularly in your
> adversaries' suits.

When you have the entire command of any suit
it is a conventional signal for you to discard (when
the opportunity arises) the *best card*, in order to
inform your partner.

> Thus, having ace, king, queen, and knave of a
> suit not led, you would discard the ace; for it
> must be obvious that you would not do this un-
> less you had others equally good behind.

Discarding the *second best* generally intimates you have no more of that suit.

> You throw it away because it is not likely to make.

Be careful in the management of your small cards.

> In order not to mislead your partner. Do not throw away carelessly a three or four if you hold a two.

When your partner first renounces a suit, call his attention to the fact.

> As it may save a revoke.

Keep constantly in mind the desirableness of affording information to your partner, of obtaining information as to his hand, and of playing the hands jointly.

> This being the essence of the modern game.

Pay attention to the state of the *score*, which ought often to influence your play.

> Remember that the third trick saves the game when honors are equal; that the fifth saves it against two by honors, and the seventh against four by honors. Note also that the odd trick is twice as valuable as any other, as it makes a difference of two to the score. Notice further, when you are near winning the game, how many tricks are wanting for that purpose.

In all these cases it may be expedient to mod ify the usual play for the sake of getting the tricks you want in preference to speculating for more; for when you particularly require one trick, it would be folly to risk it (by finessing for example) in order to have the chance of gain- ing two.

The state of the score may sometimes influence your whole plan. For example, if the adversa- ries are four, and you have a bad hand, you should lead your best trump, as explained in Chap. IV.

Consider also the effect of the *lead.*

It is often desirable to depart from the usual modes of play for the sake of gaining the lead, or of giving it to your partner.

And it is also sometimes worth while even to throw away a trick in order to give the lead to one of your adversaries; as, for example, to make them lead up to a tenace or guarded second.

These two latter rules afford the principal opportunities for *fine* play.

Do not be discouraged when sound play fails of success, which must often occur.

CHAPTER VI.

CONCLUSION.

WE have now expounded the theory of the modern scientific game, and shown the mode of carrying it out in practice. Any one who has sufficiently mastered the principles here laid down to apply them fluently in his play, may be called a *sound* player, and will possess by far the most important qualification for proficiency in the game. He will have immense advantages over those who do *not* play on system: for he will know what he is about, which they never do; and his game will be intelligible to a good partner, whom he will be in no danger of thwarting, as is so often done by untaught players. Every good player knows too well the annoyance of having a partner who, through want of appreciation of what a good game means, will persist in obstructing and opposing his play, often to their mutual discomfiture.

And, it is worthy of remark how much a system

atic commencement facilitates the study of the
game. Everybody knows how difficult it is te
learn Whist in the ordinary unsystematic way.
the pupil is led blindly through a course of hetero-
geneous rules, of the foundation of which he knows
nothing, and which, therefore, have no meaning to
him beyond mere empirical dicta. He must
grope about for a long time in the dark, and can
only enlighten himself by a gradual intuition of
what the rules mean.

But when the mode of play is shown to be a
system, easily explained and as easily compre-
hended, it is astonishing in how different a light
the game appears. Its acquisition, instead of being
laborious and repulsive, becomes easy and pleasant;
the student, instead of being frightened at the diffi-
culties, finds them vanish before him; and even
those who, having formerly practised without
method, take the trouble of learning the system,
suddenly see the light break in upon them, and
soon find themselves repaid a hundred-fold in the
increased enjoyment and satisfaction the game will
afford them.

It is one of the great advantages of the modern
scientific game, and of this systematic mode of

teaching it, that it renders Whist attractive to the young. It was formerly almost exclusively practised by those somewhat advanced in life, who alone were supposed to have acquired sufficient experience and judgment to play it well. But now that the results of experience have been reduced to a systematic form, capable of being presented at once to the mind, and sparing the years of practice formerly necessary for their induction, we find the game taken up as an attractive occupation by young men of high intellectual character, some of whom rank as the finest players. And it is also due to the other sex to say, that the introduction of the systematic form has been found to take from the game the stigma of being "only fit for old maids," and to render it now as attractive to our daughters and sisters as it used to be to our aunts and grandmothers.

But, great as is the step gained by systematic or *sound* play, something more is necessary to make a *good* player; for here other qualifications enter into requisition, such as *observation, memory, inference*, and *judgment.* We must devote a few words to these.

If you aspire to become a good player, you must
OBSERVE carefully.   Look constantly at the *board*,
watch every card as it falls, and notice particularly
every honor.   When you are practised in this,
extend your special notice to the tens and nines,
which, from their importance and the different ap-
pearance they have from the lower cards, it has
been found convenient to call *semi-honors*.   Also
let every original lead and renounce, or other sign
of strength or weakness shown by each hand, im-
press itself upon your mind as it occurs.

A good player must also exercise some effort of
MEMORY to recollect the fall of the cards, and the
indications given of the state of the hands.   But
the importance of this is vastly overrated by un-
taught players.   We often hear such expressions
as—"Mr. So-and-so is a first-rate player, for he
can recollect every card out;" or, "I shall never
play well—I have no memory."   These are entirely
delusions.   Memory is of infinitely less importance
than correct play.   The best memory in the world
will help a player very little if he does not under-
stand and practise the principles of the game; if
he *does*, a very moderate mnemonical power will

suffice for every practical purpose. Let no one
therefore despair on this ground. We will give a
few hints, by following which the necessary power
may soon be acquired.

In the first place avoid all artificial systems,
such as placing the trumps in a particular place
(which is perfectly childish), or any other contri-
vance of the kind, further than by carefully arrang
ing and counting your cards at the beginning of
the hand. Trust to the natural memory only,
which will soon answer your demands upon it.

Then, do not attempt to recollect too much at
once—go by degrees. It is totally unnecessary to
recollect every card; not one player in a hundred
thousand could do that, or would desire to do it.
The theory of the game shows us that there are
some things much more important to attend to
than others, and we should commence by directing
the memory to these. For example:

First. Always count the trumps; notice the
honors as they fall; and remember the trump card.

Secondly. Direct your attention to your own
most important suit, and try to recollect the fall of
the honors in it. As soon as you can do this well,
try also to remember the semi-honors.

Thirdly. Extend this to your partner's suit also.

Go as much further as you like; but if you can do these, you will have done much to qualify yourself, as far as memory goes, for being a good player.

Then a good player will draw INFERENCES, from what he sees, as to where certain cards do or do not lie, and generally as to the state of the various hands. Few players have any idea to what an extent this may be carried by attentive and thoughtful observation. There is not a single card played from which information of some kind may not be inferred: in fact, as a great player expresses it, "Whist is a language, and every card played is an intelligible sentence." The insight good players get into their fellow-players' hands appears to the unpractised almost like second-sight. Great skill in this can of course only be attained by great practice and great attention, combined with some special talent; but every industrious and careful player may do much in the way of inference, and when he has mastered the principles of the game, he ought to give the subject his best study.

The following are some examples of the way

in which inferences may be drawn from cards played:

Lead.

PLAY.	INFERENCE.
(*In the player's own first lead.*)	N.B. *When there is an alternative, your own hand, or the fall of the other cards, will often determine it. No account is here taken of the signal for trumps, which will sometimes modify the inference to be drawn.*
Any plain suit.	Is the best in his hand; he holds four or more of it; and has not five trumps.
King.	Holds also either queen or ace.
Ace followed by queen.	Holds knave also.
Ace, followed by a small one.	Had originally five or more
Queen (plain suits).	Holds also knave and 10 but not ace or king.
(*In returning his Partner's lead.*)	
Does not lead out the master-card.	Does not hold it.
Any card, afterwards dropping a lower one.	Has no more.
Any card, afterwards dropping a higher one.	Has more.
(*Generally.*)	
Forces his partner.	Is strong in trumps.
Refrains from doing so.	Is weak in them.

Second Player.

PLAY.	INFERENCE.
King (to small one led).	Holds ace also, or no more.
Queen (ditto).	Holds king also, or ace and ten, or no more.
Knave (ditto).	Holds also queen and king, or queen and ace, or queen and one other only, or no more.
Any smaller card.	Has none lower.
Trumps a doubtful trick.	Has not more than three trumps.
Does not trump it.	Has more than three.

Third Player.

Ace.	Holds neither king nor queen.

Fourth Player.

Cannot win the trick.	Has no card higher than the one against him.
Wins it with any card.	Has no card between this and the one against him.

Second, Third, or Fourth Player.

Any card.	Has not the one next below it.
Refuses to trump a trick certainly against him.	Probably is strong in trumps and wants them led.
Any discard, generally.	Is weak in that suit.

PLAY.	INFERENCE.
Discards the best of any suit.	Has the next best and the full command.
Discards the second best.	Has no more.
Plays unnecessarily a higher card before a lower.	Signal for trumps.

When it is considered that several of these op-portunities for inference will occur in every trick, it will cease to be a matter of wonder what a clear insight skilled and observant players will, after a few tricks, obtain into each other's hands.

And, lastly, a good player must apply the results of his observation, memory, and inference with JUDGMENT in his play. This cannot be taught: it must depend entirely on the individual talent or good sense of the player, and the use he makes of his experience in the game. This will vary im-mensely in different individuals, and the scope for individual judgment in play is one of the finest features of the game.

It sometimes happens that a person who has qual-ified himself to be called a good player is further specially gifted by nature with the power to make master-strokes of genius and skill, which will then

constitute him a *fine* player, the highest grade to which it is possible to attain.

The student must, however, be careful not to aim at this too early; remembering always that before becoming a *fine* player he must learn to be a *sound* one, and that the only way to do this is to be sought in a perfect systematic knowledge of the principles of the game.

APPENDIX A.

EXAMPLES OF HANDS.

The following are a few simple hands played through. They are not intended to exemplify skill, for, as in almost all hands, the play might admit of modification according to the capabilities of the several players;—they have merely the object of illustrating the routine practice of some of the more common and important points in the modern game; —such as the signal for trumps, forcing, the return of a suit, discarding, and so on.

A and C are partners against B and D; the attention being chiefly directed to the play of the two former. The reader is supposed to play the elder hand A. The winner of each trick is marked with an asterisk.

EXAMPLE I.

The object of this example is to illustrate the making of a long plain suit, by the aid of your partner's long suit of trumps; the trump lead being called for by signal.

Hearts. Kg. 8, 6, 4, 2.
Spades. 6, 2.
Diamonds. 9, 6, 3, 2.
Clubs. A. 7.

	C	
Hearts. A. Q. Kn.	Hearts Trumps.	*Hearts.* 9, 5, 3.
Spades. 8, 7, 5.	B D	Spades. Q. Kn.
Diamonds. A. 10.	(Dealer)	Diamonds. Kg
Clubs. Q. Kn. 10,	9 turned up.	Q. Kn. 8, 7.
5, 3.	A	Clubs. 9, 4, 2.

Hearts. 10, 7.
Spades. A. Kg. 10, 9, 4, 3.
Diamonds. 5, 4.
Clubs. Kg. 8, 6.

Trick.	Play.
I.	*A King of Sp.
	B 5 ,,
	C 6 ,,

REMARK.—Having five trumps, C signals to have them led. A not seeing the 2 fall, will know that some one is asking for trumps, and will therefore carefully watch the next round.

D Knave ,,

II.	*A Ace of Sp.
	B 7 ,,
	C 2 ,,

REMARK.—Trump signal completed.

D Q ,,

III.	A 10 of H.

REMARK.—In obedience to trump signal.

B Kn. ,,
*C Kg. ,,
D 3 ,,

IV.	C 2 of H.
	D 5 ,,
	A 7 ,,
	*B Q. ,,

Trick.	Play.
V.	B Q. of Cl
	*C A. ,,
	D 2 ,,
	A 6 ,,

VI.	C 4 of H.
	D 9 ,,
	A 4 of Di.
	*B A. of H.

VII	B Kn. of Cl.
	C 7 ,,
	D 4 ,,
	*A Kg. ,,

VIII.	*A 10 of Sp.

REMARK.—A has now *brought in* his long suit, and pursues it to the end. C discards his diamonds. It is immaterial what the adversaries play.

IX.	*A 9	,,
X.	*A 4	,,
XI.	*A 3	,,
XII.	*C 6 of H.	
XIII.	*C 8	,,

The result is that A and C win a treble by cards against two by honors, and other considerable adverse strength.

EXAMPLE II.

In this the elder hand (A) has the same long suit
as before, but the strength in trumps is now given
to the adversaries. The example is intended to il-
lustrate how a long suit, though it may not be
brought in, may be made useful in *forcing* the
strong adverse trump hand.

Hearts. Q. Kn. 5.
Spades. 6.
Diamonds. A. 8, 7, 3.
Clubs. A. Q. Kn. 7, 2.

	C	
Hearts. A. 9, 8.	Hearts Trumps.	*Hearts.* Kg. 10, 6, 4, 2.
Spades. 8, 7, 5, 2.	B D	Spades. Q. Kn.
Diamonds. 9, 6, 2.	(Dealer)	Diamonds. Kg. Q Kn. 10.
Clubs. 10, 4, 3	King turned up.	Clubs. 9, 5.
	A	

Hearts. 7, 3.
Spades. A. Kg. 10, 9, 4, 3
Diamonds. 5, 4.
Clubs. Kg. 8, 6.

Trick.	Play.	Trick.	Play.

I. *A King of Sp.
    B 2   ,,
    C 6   ,,
    D Q. ,,
REMARK.—Commencement of sig-
nal for trumps.

II. *A A. of Sp.
REMARK.—Better to go on with
spades at the risk of being trumped
than to open a new weak suit.
    B 5   ,,
    C 3 of Di.
    D Kn. of Sp.
REMARK.—Signal completed.

III. A 10 of Sp.
REMARK.—To force the adverse
hand which has, by asking for
trumps. declared itself strong in
them.
    B 7   ,,
    C 7 of Di.
  *D 2 of H.

IV. D 4 of H.
    A 3 ,,
  *B A.,,
    C 5 ,,

V. B 9 of H.
    C Kn.,,
  *D Kg.,,
    A 7 ,,

VI. D 6 of H.
    A 4 of Di.
    B 8 of H.
  *C Q. ,,

VII. *C A. of Cl.
    D 5   ,,
    A 6   ,,
    B 3   ,,

VIII. C Q. of Cl.
    D 9   ,,
  *A Kg. ,,
REMARK.—To get rid of the com
mand:
    B 4   ,,

IX. A 9 of Sp.
REMARK.—Repeating the form
to extract the last trump.
    B 8   "
    C 8 of Di.
  *D 10 of H.

X. D 10 of Di.
    A 5   ,,
    B 2   ,,
  *C A   ,,

XI. *C Kn. of Cl.
REMARK.—The adverse trumps
being now all forced out, C, ha'ring
gained the lead by a card of re-
entry, brings in his clubs, and
makes them all.
XII. *C 7   ,,
XIII. *C 2   ,,

A and C gain 3 by cards.

EXAMPLE III.

The ເ.jject of this is to illustrate the value of the *discara* ιs a means of communicating information.

                    Hearts.   A. 9, 7, 6.
                    Spades.   6, 2.
                    Diamonds.   Q. Kn. 10, 9, 4.
                    Clubs.   8, 3.

	C	
Hearts. Q. 8, 5.	Hearts Trumps.	*Hearts.* Kn. 10, 3.
Spades. Kn. 10, 4.	B D	Spades. 9, 8, 7.
Diamonds. A. 3.	(Dealer)	.Diamonds. 8, 7
Clubs. A. Q. 9, 7,	10 turned up.	6, 2.
2.	A	Clubs. Kn. 10, 4

                    Hearts.   Kg. 4, 2.
                    Spades.   A. Kg. Q. 5, 3.
                    Diamonds.   Kg. 5.
                    Clubs.   Kg. 6, 5.

Trick.	Play.
I.	*A Kg. of Sp.
	B 4 ,,
	C 2 ,,
	D 7 ,,

Trick.	Play.
II.	*A Q. of Sp.
	B 10 ,,
	C 6 ,,
	D 8 ,,

Trick.	Play.
III.	*A A. of Sp.
	B Kn. ,,
	C 3 of Cl.

REMARK.—This discard at once gives great insight into C's hand. He discards from his weak suit, and therefore he ought to be strong in trumps and diamonds. But he has not 5 trumps or he would have signalled for them, and hence, in all probability, he has at least 4 or 5 diamonds.

   D 9 of Sp.

IV.	A Kg. of Di.

REMARK.—The spade lead being now unadvisable, A is justified in acting on the information gained by his partner's discard, and leads a strengthening diamond.

   *B A. ,,
   C 4 ,,
   D 2 ,,

V.	*B A. of Cl.
	C 8 ,,
	D 4 ,,
	A 5 ,,

Trick.	Play.
VI.	B 2 of Cl.
	C Q. of Di.

REMARK.—This second discard completes the full information as to B's hand. In the first place, having passed a doubtful trick, he has more than three trumps, and as we have seen, he has not five. he must have four with three diamonds. Secondly, his discarding the *best* diamond shows he has perfect command of the suit remaining behind.

   D 10 of Cl.
   *A Kg. ,,

VII.	*A Kg. of H.

REMARK.—Strengthening trump lead, justified by the knowledge gained in the last trick

   B 5 ,,
   C 6 ,,
   D 3 ,,

VIII.	A 4 of H.
	B 8 ,,
	*C A. ,,
	D 10 ,,

IX.	C 7 of H.
	D Kn. ,,
	A 2 ,,
	*B Q. ,,

X	B Q. of Cl.
	*C 9 of H.

REMARK.—Uses the last trump to bring in his diamonds.

   D Kn. of Cl.
   A 6 ,,

XI.	*C 9 of Di
XII.	*C 10 ,,
XIII.	*C Kn. ,,

A and C win 4 by cards.

EXAMPLE IV.

The object of this is to illustrate the advantage of returning the proper card of your partner's lead, as a means of conveying information.

Hearts. A. 9, 3, 2.
Spades. A. Q. 6, 2.
Diamonds. Kg. 5, 4.
Clubs. 6, 3.

	C	
Hearts. 8, 5, 4.	Hearts Trumps.	*Hearts.* Kn. 6.
Spades. Kn. 5.	**B** **D**	Spades. 10, 9, 8, 7
Diamonds A. Q.	(Dealer)	Diamonds. 9, 6.
Kn. 3, 3.		Clubs. Q. 10, 9
Clubs. A. Kg. 4.	6 turned up.	5, 2.
	A	

Hearts.   Kg. Q. 10, 7
Spades. Kg. 4, 3.
Diamonds. 10, 7, 2.
Clubs. Kn. 8, 7.

Trick.	Play.

I. A 7 of IL

REMARK. — In this hand every plain suit is so bad to lead that the trump lead with such strength is quite justifiable.

   B 4 ,,
  *C A ,,
   D 6 ,,

II. C 2 of H.

REMARK.—From this card return…l, C must either have four or no more.

   D Kn. ,,
  *A Q. ,,
   B 5 ,,

III. *A 10 of H.

REMARK.—It is justifiable to take out another round of trumps, though two may fall for one : partly to see how they lie, and partly to get a discard from some one as a guide for the next lead. Leading the 10 instead of the King is an additional assurance to your partner that you have still one left.

   B 8 ,,
   C 3 ,,

REMARK.—This card shows that C, having returned his lowest in the last trick, had four at first, and has consequently now one remaining, which therefore you are careful not to draw, as the game will depend on the two being made *separately.*

   D 6 of Di.

IV. A 10 of Di.

REMARK.—For want of a better lead, you lead up to the suit that has been declared weak.

   B Kn. ,,
  *C Kg. ,,
   D 9 ,,

V. C 2 of Sp.

   D 7 ,,
  *A Kg. ,,
   B 5 ,,

VI. A 4 of Sp.

REMARK.—See remark, next trick.

   B Kn. ,,
  *C Q. ,,
   D 8 ,,

VII. *C A. of Sp.

   D 9 ,,
   A 3 ,,

REMARK.—This shows that you (A) having returned your highest, had not more than three spades originally, and consequently have no more left. Your partner (C) therefore, observing this, sees that by leading the losing spade, he will enable you to make your trump separately from his, which will win the game.

   B 4 of Cl.

VIII. C 6 of Sp.

   · D 10 ,,
  *A Kg. of H.

REMARK.—You trump without hesitation, knowing your partner to hold the other trump.

   · B 3 of Di.

 C makes the last trump, and A and C make 3 by cards and 2 by honors, winning a treble.

EXAMPLE V.

This example is given to show how singularly, under extreme circumstances, the bringing in of a long suit may annihilate the most magnificent cards. The hand is a very remarkable Whist curiosity: A and C hold all the honors in every plain suit, and two honors in trumps, and yet do not make a single trick !

Spades.   Q. Kn.
Diamonds.   Kn. 10, 9, 8, 7, 6.
Clubs.   10, 9, 8, 7, 6.

	C	
Hearts. A. Q. 10, 8.	Hearts trumps.	*Hearts.* 6, 5, 4, 3, 2.
B **D**		
Spades. 10, 9, 8, 7, 6, 5, 4, 3, 2.	(Dealer)	Diamonds. 5 4, 3, 2.
	2 turned up.	Clubs. 5, 4, 3, 2
	A	

Hearts.   Kg. Kn. 9, 7.
Spades.   A. Kg.
Diamonds.   A. Kg. Q.
Clubs.   A. Kg. Q. Kn.

Trick.	Play.
I.	A 7 of H.

REMARKS. — There can be no doubt about this being the proper lead.

*B	8 ,,
C	6 of Cl.
D	2 of H.

II.	B	2 of Sp.
	C	Kn. ,,
	*D	3 of H.
	A	Kg. of Sp.

III.	D	4 of H.

REMARKS.—The propriety of this lead is often questioned; but it is defended by the impolicy of leading either of the extremely weak plain suits, and by the lead of trumps being up to a renouncing hand, and therefore the most favorable possible. Also, by giving B the lead again, it enables him to continue the spade, for D to make his small trumps upon.

	A	9 ,,
	*B	10 ,,
	C	7 of Cl.

IV.	B	3 of Sp.
	C	Q ,,
	*D	5 of H.
	A	A. of Sp.

V.	D	6 of H.
	A	Kn ,,
	*B	Q. ,,
	C	8 of Cl.

VI.	*B	A. of H.
	A	Kg. ,,

VII.	*B	10 of Sp
VIII.	*B	9 ,,
IX.	*B	8 ,,
X.	*B	7 ,,
XI.	*B	6 ,,
XII.	*B	5 ,,
XIII.	*B	4 ,,

B and D win every trick.

5*

APPENDIX B

ON MODIFICATIONS OF THE RULES, DEPENDING
  ON THE STYLE OF PLAY OF YOUR PARTNER.

IT has been the principal object of this work to
show that the modern scientific game of Whist im
plies a *combination* of the hands of the two part
ners; and it is of course essential to this combina
tion, that each of the two partners must concur in
adopting such a mode of play as will efficiently
carry it out. Is is not necessary that each should
be equally skilful, or should bring an equal amoun
of judgment to bear, but it is essential that each
should understand the game in the same way
should be guided by the same main principles, and
should adopt the same system in the general treat
ment of his hand.

  Now, unfortunately, it happens that among the im
mense numbers of persons who play Whist, or who
pretend to play it, only a small minority at presen

do understand or follow the system of the combined game. Hence it continually happens, as every experienced Whist-players knows, that you may sit down opposite a partner whose ideas of the game so little agree with your own, that any attempts you may make to bring about a combination of the hands are abortive.

It becomes an interesting question, therefore, what is the best course for you to follow under such circumstances ? How far will it be prudent to adhere to the usual system ? and in what particulars should it be departed from ? It is impossible to give any complete answer to these questions; there may be such infinite variety in your partner's style of play, that no prescribed plan would meet all cases. You may find almost infinite gradations—from the mere blunderer, ignorant of any kind of principle or rule, to the clever, shrewd, observant player of the old school, who will make the most skilful efforts to win the game, but will still refuse to adopt the proper means to show you his hand, or to understand and act on the indications you may give him of yours.

The following extract from an article on ' Modern Whist,' in the ' Quarterly Review' for January 1871, contains the only attempt we know of to classify Whist-players according to their mode of play ·—

EXTRACT.

" It would be vain to attempt to describe all the
infinite varieties of bad play; but it may be useful
to give a few of its most salient characteristics, and
this we may do by dividing whist-players into four
classes, with, however, the proviso that such a clas-
sification must be only approximate, and far from
exhaustive in the lower grades.

Beginning with the worst, the fourth class appear to
have derived their ideas of playing from certain oral
traditions, which, though widely spread, and doubt-
less of great antiquity, it is difficult to trace to any
definite origin.   Probably they may be the handing-
down of the rudest practice in the infancy of the
game.   We have, as a matter of curiosity, paid
some attention to the habits of this class, and the
following may be taken as a summary of their chief
rules, which, we believe, now appear in print for the
first time :—

' If you have an ace and king of any plain suit,
lead them out at once. If not, lead from the best
card you hold, in the hope of making it some time ·
or lead a single card for ruffing.

' But if fortunately your partner has led before
you, you have only to return his lead, and need no'
take the trouble of scheming a lead of your own,

'Never lead trumps, even if led first by your part-
ner; it is wasting them, as they might make tricks
by trumping.

'In all other cases do the best you can.'

The only idea of skill possessed by these players,
is in recollecting the high cards that are out, and in
discovering when the partner is likely to be short
of a suit, that they may force him to trump; they
are quite indifferent as to the play of sequences and
small cards, and wonder at anybody attaching im-
portance to such trifles.   This class forms the great
mass of domestic players; they are generally very
fond of the game, and practise it a great deal; but
their improvement is almost hopeless, as it is so hard
to get them to take the first step, *i.e.* to unlearn
everything they already know.

The third class are more deserving of respect.
They have probably belonged originally to the fourth
class, but by reading Hoyle or Matthews, or some
of the old books, aided by careful attention, practice,
and natural ability, they have risen much above it,
and have acquired, in domestic circles, the reputa-
tion of being superior players   They are very ob-
servant, recollect and calculate well, draw shrewd
inferences as to how the cards lie, and generally are
adepts in all the *accidental* features of good play.
Their management of trumps is diametrically op

posed to that of the fourth class, as they have a great *penchant* for leading them, a course almost always advantageous for them with inferior adversaries.

But skilful as these players are, they commit, as Deschapelles says, 'one long and continual fault which they do not see;' they are 'forts joueurs qui sont de détestables partenaires.' They do not play upon *system;* they will not conform to the conventional language of the game; and hence they lose the great advantage of the combination of their own with their partner's hands. They, indeed, usually object to system altogether, arguing that the play should be dictated by their own judgment. A player of this class will often lead from short suits, or will lead trumps when weak, or abstain from leading them when strong, or will even refuse to return his partner's lead in them; or, in fact, will adopt any other mode of playing for his own hand alone: 'the worst fault,' says Mr. Clay, 'which I know in a whist player.'

If players of this class knew how easily they might step into the rank of first-class adepts, by simply adopting the orthodox system, they might be induced to devote a few hours to its acquisition; but the great obstacle to their improvement is the pride they take in their own skill, which they object to make subservient to a set of rules, and, perhaps, in some

instances, to the will of a partner inferior to themselves.

The second class are those who play according to correct system, but who, from want either of practice or of talent, do not shine in individual skill. This is generally the case with the young who are properly taught, and their number is happily increasing every day.   Two such players would unquestionably win over two much superior adversaries of the third class; and they make such admirable partners, that a fine player, working with one of them, would, of himself, realize almost the full advantage of the combination of the hands.   This class are eminently hopeful; they are already entitled to the name of good, sound players, and if they have only moderate abilities, they must continually improve.

The first, or highest class, are those who, to the soundness and system of the second class, add the personal skill of the third.   They then become *fine* players, and, although there may be among them many grades of excellence, they may, as a class, be said to have arrived at the summit of the scale."

———o———
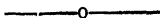
In the face of the immense variety of the style of play one may meet with, the only general advice that can be given is, as soon as it becomes apparent

that your partner does not understand your own
system, observe his play carefully, and endeavor
to discover what his peculiarities are; and if you
find he has any fixed habits at all, you may in most
cases adapt your own play to them, and so turn
them to your joint advantage. If he cannot, or
will not, fall in with your system, you must adopt
his, and so endeavor still, in defiance of him, to
make some sort of a combination, and avoid the
cross purposes which are so beneficial to the adver
sary.

   Although, however, the varieties of play which
you may meet with from ill-educated, obstinate, or
impracticable partners are so wide, and require, to
make the best of them, such a special study of their
individual characteristics, yet it is possible to adopt
certain precautionary measures in your own play,
which will be of pretty general applicability. These
deserve some careful investigation, and to enable us
to study them conveniently, it is sufficient to assume
the sole condition, in regard to your partner's play,
that in playing his hand he *does not adopt the rec-
ognized modern combined system*, which it has been
the object of this work to explain.

   If we examine carefully the various principles
and rules which have been based on this system,
we shall find in how many cases the rules them-

selves fail, when the *mutuality*, on which they rest
ceases to exist.   The fundamental theoretical prin
ciple of the modern game, explained in Chap. III.
is, *That the hands of the two partners shall not b₁*
played singly and independently, but shall be com
bined and treated as ₹ne.

Now, by the assumed condition of your partner's
play, the two hands *cannot* be combined and treated
as one, for he does not enter into the required com·
bination.   And as, therefore, the fundamental ele-
ment of the combination fails, the rules must be re-
examined under another aspect, namely, that of their
bearing on your own hand.   If the use of a particu-
lar rule of play is either to give information to your
partner, on which he is to act, or to support him in
some scheme of combination originated by him,
then such a rule must be abandoned or modified, as
useless to your side, and only giving the opponents
arms against you.   But if, on the other hand, we
find a certain rule beneficial *per se*, without refer-
ence to the combination, it may be retained.

And in this case, another element may be admitted
into consideration which has been carefully excluded
under the combined system, namely, that of playing
so as to *deceive the adversaries.*   In the combined
game, any unnecessary departures from recognized
play, or any ' false cards,' are imperatively forbidden

on the ground that deceiving your partner does more
evil than deceiving your adversaries does good. But,
manifestly, if your partner fails to draw the proper
inferences, false play will not deceive him, and there
fore, so far from being forbidden, it is to be re-
commended for its misleading effect on observant
opponents.

We may now go somewhat in detail through the
various rules for play, keeping these conditions in
mind. And the first thing to consider is how they
affect the general system of treating the hand.

General System of Treating the Hand.

In Chapter III. it is stated that, in order that
the two hands may be managed conjointly to the
best advantage, it is requisite that each partner
should adopt *the same general system* of treating his
hand. And after discussing fully the various sys-
tems that may be adopted, the conclusion is arrived
at that the preferable one for this purpose is the
long suit system; which determines that the *open-
ing* of the game shall be by a long suit lead.

But it is manifest that if the combination of the
hands is not to be carried out, the reason above
given for the adoption of any particular system
fails. Your partner will not adopt it, neither will

he draw the proper inference from its adoption by you. Hence—which is the important thing—you are relieved from any restraint as to the opening of your game, and may make your first lead what ever you may deem most consistent with the inter ests of your own hand.

The long suit lead has many advantages *per se*, independently of the information it conveys. If you can establish the suit, you may possibly bring it in, without your partner's aid, and if not, its cards may often be useful for forcing your adver saries. Moreover, it is always a good *defensive* lead, as it avoids the danger of contributing to the establishment of any long suit of theirs. For these reasons, having a good long suit in your hand, it is generally the safest plan to lead from it, even though the most important motive for doing so is gone.

But, under the circumstances we are now con sidering, the rule no longer becomes imperative You may lead a single card, or from a suit of two, or three, with perfect freedom, if it suits you. It is impossible to give rules for such cases ; the player must exercise his judgment on them as they arise.

Plain Suit Leads.

Supposing that you decide to adopt the long suit lead, the next question is, *what card* of the suit you shall play first; and in this particular the fact of having an unsystematic partner considerably modifies the ordinary rules.

From *ace and king*, the ordinary lead is king first, to inform your partner. With a bad partner this is useless, and, as he might trump the king if he has not one of the suit, it is better to begin with the ace.

From *king and queen*, the king is still the best lead, to prevent you partner from putting on the ace, or to force it out from the adversaries.

From *queen, knave, and ten*, still lead the queen, for analogous reasons.

From *ace, queen, knave*, the usual lead, ace followed by queen, can hardly be improved upon; possibly, however, to follow the ace with the knave might deceive the adversaries as to the position of the queen, and might be useful in inducing your partner to put on the king, but it would not be so certain to force it out if on your left hand.

From *king, queen, knave, ten*, or *king, knave, ten*, the ten may be adhered to, as the best way of making your partner get rid of the commanding cards.

From *ace and four others*, the usual lead, of the ace first, enables a good partner to count your hand : —with a bad one you may begin with a small one, as the best chance of making two tricks in the suit.

In the other cases, where, with a good partner, you lead the smallest card you have, with a bad one you should prefer an intermediate one, as it is of little consequence to you, or your partner, and may puzzle the adversaries. If you have an intermediate sequence, it is good to lead one of the cards forming it: thus with king, ten, nine, eight, and three, lead the nine; which may prevent a small card from winning.

Leading from a Short Suit.

If in the ordinary game you lead from a short and weak suit (say, for example, ten and two small ones, or knave and a small one), you lead the highest, to inform your partner.   But when this motive fails, the practice would only convey information to be used against you ; and you may lead the lowest or an intermediate card, to mystify your adversaries, and prevent their drawing any correct inference from your play.

Leading Trumps from Five.

This is almost always advantageous in the ccm bined game, because with such great numerical strength you may generally disarm the opponents, and bring in your own or your partner's long suits or high cards.

But to do this you must have your partner's co-operation; and this, with an uneducated player, you probably will not obtain. He may not understand the long suit system; or he may consider your trump lead a mistake, and refuse to return it, or, still worse, he may force you, and so spoil your plan.

In this state of things, the question whether you should lead the trump requires much consideration, and is not easily solved.

If yours is not the first lead of the hand, probably the previous tricks may give you some clue as to how the cards lie. In the absence of such clue, probably the best guide is to consider the prob able advantages of the trump lead as regards your own hand. If your other cards are good, the trump lead will, most likely, be the best thing, and you must defend yourself against any antagonistic pro ceedings of your partner as best you can. If, on the contrary, you have only a poor hand, you may de

better by ruffing, in which case your opponents may
lead trumps themselves. It is one of the cases in
which your own judgment at the time must direct
you.

What Card to lead from a Strong Suit of Trumps.

In the proper game you generally lead the lowest,
unless you have three honors ; your partner has a
good chance of winning the first trick, and you may
depend on his returning the suit the first opportu-
nity.   With a bad partner the case is not so clear,
as he may not approve the trump lead, and may
prefer to keep his trumps for ruffing.

Hence, if it is very important to you to get
trumps out, and you hold ace and others, it is better
for you to make sure of two rounds without your
partner's aid. This, however, should only be done
under a pressing emergency, as it is so very desir-
able to keep up the command. In the majority of
cases, adhere to the usual rule, and if your partner
does not return the suit, get the lead yourself
again as early as you can, and complete the extrac-
tion.

Returning your Partner's Trump Lead.

This you are bound to do when playing with a
good partner, for reasons fully stated in Chap. IV

But you are *not* bound to return the trump lead
of an uneducated or unsystematic player, as you
have no confidence that his lead is dictated by the
proper motives. Wild and unjustifiable trump leads
are the most common characteristic of bad players,
just as cautious trump leads are of good ones. When,
therefore, playing with one of the former class, he
leads a trump, it would be folly for you to return
it, unless either it suits your own hand, or you can
infer by the fall of the cards that he has stumbled
upon a correct mode of play.

Returning your Partner's Lead in Plain Suits.

This you may generally do, as he may have some
motive or other which it will be as well for you to
fall in with. He may not, probably will not, lead
his longest suit; he may lead either from a high
card, in hopes of making it, or from a single card, in
hopes of ruffing. In either case you may humor
him, and let him do what he can towards trick-mak-
ing in his own way, provided it does not interfere
with any more advantageous scheme of your own.

What Card to return to your Partner's Lead.

The rule of returning the higher, if you have only
two left, must on no account be followed with a bad

partner. Its object is to aid your partner in estab-
lishing his long suit; to get rid of the command; to
give him a good opportunity of finessing; and to in-
form him how many cards of the suit you hold.
But every one of these advantages is thrown away
on an unsystematic player, and you may be only
wasting good cards, and affording information to
the adversary.

Forcing your Partner.

In the correct game you must not force your part-
ner if there is a probability that he is strong in
trumps; but this rule does not apply when you are
playing with an unsystematic partner. He may
probably wish to use his trumps for ruffing, and you
must humor him rather than thwart him. Hence,
if he fails in a suit, do not be deterred (as you would
be in the correct game) from forcing him, by the
mere fact of your being weak in trumps yourself:
since to abstain will do you no good, and will rather
benefit the adversaries.

Calling for Trumps.

This of course is useless with an unsystematic
partner; it will only convey information to your
disadvantage. Considering, however, the impres-

sion to be produced on the adversaries, it is possible
sometimes so to deceive them as to induce them to
lead trumps. For example, if one of them leads the
king of a suit, you having queen and a little one,
your queen must fall the second round, and by
throwing it away on the first round you may often
induce the leader to stop his suit and substitute a
trump lead, particularly if he is a player of the old
school. Further, you may often advantageously make
a *feigned* call (for example, when you have one or
two little trumps and want to ruff), with the view
of preventing the adversaries from leading trumps,
which they, being strong, might otherwise do.

Second Player.

  With ace, king, you may put on the ace. With
king, queen, the king. With ace, queen, knave,
the queen. With queen, knave, ten, the queen or
knave. With king, knave, ten, the knave. With
queen, knave, and one other, the queen. All these
effect the desired objects without betraying your
hand.

  In other cases the ordinary conventional rule of
playing the lowest should *not* be followed, if you can
play an intermediate card without detriment to your
own hand. If you hold only two cards, it may
often be good to play the higher, unless it is an ace,

which it is advisable to hold up over the leader
This style of play will effectually mystify your
adversaries, and do neither you nor your partner
harm.

Trumping a Doubtful Trick.

The usual rule is to trump if weak in trumps, but
not if strong, which gives useful indications to your
partner.   The rule may be generally adhered to, as
it is also the best play for your own hand; but cases
may arise where you may wish to follow a contrary
course, and in these you may get rid of the usual
fear of deceiving your partner.   It may even be de-
sirable sometimes to adopt the reverse of the usual
play, for the purpose of expressly deceiving the ad-
versaries, and leading them to do something advan-
tageous to you.

Third Player.   Finessing.

Being third player you are still bound to do your
best to win the trick, by generally playing your
highest; but you have, with a bad partner, much
more liberty as regards *finessing*.

In the proper combined game you are forbidden
to finesse to your partner's original lead, except
with ace, queen.   With a partner who does not
lead, on principle, from his longest suit, this re

striction does not apply, and you may often finesse
with king, knave, and a small one,
for example, the knave is a very good card to play
third hand.

Fourth Player.

The usual rule is, if you cannot win the trick,
throw away the smallest card you have. With an
unobservant partner this is of no use; consequent-
ly, to deceive the adversaries, throw away a higher
one.

You may also often puzzle them by winning your
partner's trick unnecessarily, if the card you win it
with is not likely to be otherwise useful.

Sequences, Second, Third, or Fourth Hand.

With a good partner it is imperative to play the
lowest card of a sequence, as one of the most fre-
quent and most useful modes of giving him infor-
mation. When, however, the partner is unobserv-
ant, the rule should be systematically violated, as
one of the best means of mystifying the adversaries.
Play sometimes the highest, sometimes a middle
card, and the lowest occasionally, so as to prevent
them from forming any idea what rule you are like-
ly to follow.

Discarding.

In the proper game you discard from a weak or short suit, which gives a good partner a positive indication in what direction your strength lies.   The rule is considered so essential by good players that they will even unguard a king or a queen for the sake of adhering to it.

With a bad partner this is of course useless, and you must study your own hand alone.   If the cards of the weak suit are worthless, it may often still be advantageous to preserve your long suit; but on no account should you risk losing a good card, which might be of much use in the play of the hand.   It may even be advantageous sometimes to throw away from your long suit, particularly if it contains a tenace, with the object of deceiving the adversaries, and getting it led up to.

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These remarks, though necessarily incomplete and indefinite, will give some idea of the manner in which the play of a hand should be modified by the fact of having a bad partner; and probably their chief value should be in leading the student to avoid a blind and unreasoning adoption of fixed rules, but rather to cultivate a constant habit of reasoning as

he plays, and of considering less the rules themselves
than the principles they are founded on. If the
player can always bear in mind *the reason why*, in
the ordinary game, he ought to do a certain thing,
he will have but little difficulty in appreciating the
cases, as they arise, when this reason fails, and
when, consequently, the established rule no longer
applies.

Such cases must constantly occur in playing with
an unsystematic partner ; and the ability promptly
and skilfully to deal with them, is one of the great
characteristics of a fine player. And although it is
very customary for those who know and appreciate
the correct game to dislike sitting opposite to inca-
pable, uneducated, or obstinate partners, and to
consider themselves somewhat in the light of mar-
tyrs when they are obliged to do so, yet there can
be no doubt that, from the opportunities such cases
afford for variety of practice, they may, by careful
observation and earnest study, be made conducive,
in no mean degree, to improvement in the game.

RHYMING RULES, MNEMONIC MAX IMS, AND POCKET PRECEPTS.

BEING SHORT MEMORANDA OF IMPORTANT POINTS TO BE KEPT IN
MIND BY THOSE WHO WOULD PRACTISE THE MODERN
SCIENTIFIC GAME OF WHIST.

If you the modern game of Whist would know,
From this great principle its precepts flow:
Treat your own hand as to your partner's joined,
And play, not one alone, but *both combined*.

Your first lead makes your partner understand
What is the chief component of your hand ;
And hence there is necessity the strongest
That *your first lead be from your suit that's longest*.

In this, with *ace* and *king*, lead *king*, then *ace ;*
With *king* and *queen*, *king* also has first place ;
With *ace*, *queen*, *knave*, lead *ace* and then the *queen ;*
With *ace*, *four small ones*, *ace* should first be seen ;
With *queen*, *knave*, *ten*, you let the *queen* precede ;
In other cases, you the *lowest* lead.

Ere you return your friend's, your *own* suit play ;
But *trumps you must return without delay*.

When you return your partner's lead, take pains
To lead him back the *best* your hand contains,
If you received *not more than three* at first ;
If you had more. you may return the worst.

But if you hold the *master card*, you're bound
In most cases to play it *second round.*

Whene'er you want a lead, 'tis seldom wrong
To lead *up to the weak,* or *through the strong.*

In second hand, your *lowest* should be played,
Unless you mean " trump signal" to be made;
Or if you've *king and queen,* or *ace and king,*
Then one of these will be the proper thing.

Mind well the rules for *trumps,* you'll often need them:
WHEN YOU HOLD FIVE, 'TIS ALWAYS RIGHT TO LEAD
    THEM;
Or if the lead won't come in time to you,
Then signal to your partner so to do.

Watch also for your partner's trump request,
To which, *with less than four,* play out your best.

To lead through honors turned up is bad play,
Unless you want the trump suit cleared away.

When, second hand, a doubtful trick you see,
Don't trump it if you hold *more trumps than three ;*
But having three or less, trump fearlessly.

When weak in trumps yourself, don't force your friend,
But always force the *adverse* strong trump hand.

For sequences, stern custom has decreed
The *lowest* you must play, if you don't lead.

When you *discard, weak* suits you ought to choose,
For strong ones are too valuable to lose.

THE LAWS OF ·WHIST.

VERBATIM FROM THE PORTLAND CLUB
CODE.

THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of five points. Each trick, above six, counts one point.

3. Honours, *i. e.*, Ace, King, Queen, and Knave of trumps, are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

    I. The four honours, they score four points.
    II. Any three honours, they score two points.
    III. Only two honours, they do not score.

4. Those players, who, at the commencement of a deal, are at the score of four, cannot score honours.

5. The penalty for a revoke * takes precedence of all ther scores. Tricks score next. Honours last.

6. Honours, unless claimed before the trump card of the following deal is turned up, cannot be scored.

* *Vide* Law 72.

7. To score honours is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain—

    I. A treble, or game of three points, when their adversaries have not scored.

    II. A double, or game of two points, when their adversaries have scored less than three.

    III. A single, or game of one point, when their adversaries have scored three, or four.

9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.   •

12. If an erroneous score, affecting the amount of the rubber,* be proved, such mistake can be rectified at any time during the rubber.

<div align="center">CUTTING.</div>

13. The ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card, he must cut again.

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* *e. g.* If a single is scored by mistake for a double or treble, or *vice versâ.*

FORMATION OF TABLE.

16. If there are more than four candidates, the players are selected by cutting: those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any aftercomer to enter the table.

CUTTING CARDS OF EQUAL VALUE.

18. Two players cutting cards of equal value,* unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

19. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

CUTTING OUT.

20. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecu

* In cutting for partners.

tive rubbers than the others is, or are. out: but when all have played the same number, they must cut to de-cide upon the out-goers; the highest are out.

ENTRY AND RE-ENTRY.

21. A candidate wishing to enter a table must de-clare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber, or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three play-ers, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right * of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.†

25. If any one break up a table, the remaining play-ers have the prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

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* *i. e.*, his prior right.
† And last in the room (*vide* Law 16).

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled, by dealing it into packets, nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal, after a false cut,* or when a new deal † has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

33. Each player deals in his turn; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed,‡ or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player, whose duty it is to cut, has once

* *Vide* Law 34.　　　　　† *Vide* Law 37.
‡ After the two packets have been re-united, Law 32 comes into operation.

separated the pack, he cannot alter his intention; h
can neither re-shuffle nor re-cut the cards.

36. When the pack is cut, should the dealer shuffl
the cards, he loses his deal.

A NEW DEAL.

37. There must be a new deal*—

    I. If, during a deal, or during the play of a hand,
the pack be proved incorrect or imperfect.

    II. If any card, excepting the last, be faced in the
pack.

38. If, whilst dealing, a card be exposed by the
dealer or his partner, should neither of the adversaries
have touched the cards, the latter can claim a new
deal; a card exposed by either adversary gives that
claim to the dealer, provided that his partner has not
touched a card; if a new deal does not take place, the
exposed card cannot be called.

39. If, during dealing, a player touch any of his
cards, the adversaries may do the same, without losing
their privilege of claiming a new deal, should chance
give them such option.

40. If, in dealing, one of the last cards be exposed,
and the dealer turn up the trump before there is reason-
able time for his adversaries to decide as to a fresh
deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump
card, his adversaries have a right to see it, and may
exact a new deal.

    * *i. e.*, the same dealer must deal again. *Vide* also
Laws 47 and 50.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A MISDEAL.

43. A misdeal loses the deal.*

44. It is a misdeal†—

    I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

    II. Should the dealer place the last (i. e., the trump) card, face downwards on his own, or any other pack.

    III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

    IV. Should a player have fourteen‡ cards, and either of the other three less than thirteen.§

    V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table, or the remainder of the pack.

    VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.

    VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned-up, and before looking at their cards, but not after having done so.

* Except as provided in Laws 45 and 50.
† *Vide* also Law 36.
‡ Or more.
§ The pack being perfect. *Vide* Law 47.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so, but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards,* the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; † he may search the other pack for it, or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

51. Should a player take his partner's deal, and misdeal, the latter is liable to the usual penalty, and the

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* *i. e.*, until after he has played to the first trick.
† *Vide* also Law 70, and Law 44, paragraph iv.

adversary next in rotation to the player who ought to have dealt then deals.

THE TRUMP CARD.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called; * his partner may at any time remind him of the liability.

53. After the dealer has taken the trump card into his hand, it cannot be asked for;† a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called.‡

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, &c., until the trump card be produced.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versâ*, until such card is played.

CARDS LIABLE TO BE CALLED.

56. All exposed cards are liable to be called, and must be left § on the table; but a card is not an ex-

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* It is not usual to call the trump card if left on the table.
† Any one may inquire what the trump suit is, at any time.
‡ In the manner described in Law 55.
§ Face upwards.

posed card when dropped on the floor, or elsewhere
below the table.

The following are exposed * cards:—

    I. Two or more cards played at once.†
    II. Any card dropped with its face upwards, or in
        any way exposed on or above the table, even
        though snatched up so quickly that no one
        can name it.

57. If any one play to an imperfect trick the best
card on the table,‡ or lead one which is a winning card
as against his adversaries, and then lead again,§ or play
several such winning cards, one after the other, without
waiting for his partner to play, the latter may be called
on to win, if he can, the first or any other of those
tricks, and the other cards thus improperly played are
exposed cards.

58. If a player, or players, under the impression that
the game is lost—or won—or for other reasons—throw
his or their cards on the table face upwards, such cards
are exposed, and liable to be called, each player's by
the adversary; but should one player alone retain his
hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table
face upwards, the hands are abandoned; and no one
can again take up his cards. Should this general exhi

* Detached cards (_i. e._, cards taken out of the hand but
not dropped) are not liable to be called unless named,
vide Law 60. It is important to distinguish between ex-
posed and detached cards.
† If two or more cards are played at once, the adversa-
ries have a right to call which they please to the trick in
course of play, and afterwards to call the others.
‡ And then lead without waiting for his partner to play
§ Without waiting for his partner to play.

bition show that the game might have been saved, or won, neither claim can be entertained, unless a revoke be established.   The revoking players are then liable to the following penalties: they cannot under any circum stances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand so as to be named is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.*

61. If a player, who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led—or may call a suit from him or his partner when it is next the turn of either of them † to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back;

* *i. e.*, the first time that side obtains the lead.
† *i. e.*, the penalty of calling a suit must be exacted from whichever of them next first obtains the lead.   It follows that if the player who leads out of turn is the partner of the person who ought to have led, and a suit is called, it must be called at once from the right leader.   If he is allowed to play as he pleases, the only penalty that remains is to call the card erroneously led.

there is no penalty against any one, excepting the origi
nal offender, whose card may be called—or he, or his
partner, when either of them * has next the lead, may
be compelled to play any suit demanded by the adver-
saries.

64. In no case can a player be compelled to play a
card which would oblige him to revoke.

65. The call of a card may be repeated † until such
card has been played.

66. If a player called on to lead a suit have none of
it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

67. If the third hand play before the second, the
fourth hand may play before his partner.

68. Should the third hand not have played, and the
fourth play before his partner, the latter may be called
on to win, or not to win the trick.

69. If any one omit playing to a former trick, and
such error be not discovered until he has played to the
next, the adversaries may claim a new deal; should
they decide that the deal stand good, the surplus card
at the end of the hand is considered to have been
played to the imperfect trick, but does not constitute a
revoke therein.

70. If any one play two cards to the same trick, or
mix his trump, or other card, with a trick to which it
does not properly belong, and the mistake be not dis-
covered until the hand is played out, he is answerable

* *i. e.*, whichever of them next first has the lead.
† At every trick.

for all consequent revokes he may have made.* If,
during the play of the hand, the error be detected, the
tricks may be counted face downwards, in order to
ascertain whether there be among them a card too
many: should this be the case they may be searched,
and the card restored; the player is, however, liable
for all revokes which he may have meanwhile made.

THE REVOKE.

71. Is when a player, holding one or more cards of
the suit led, plays a card of a different suit.†

72. The penalty for a revoke:—

    I. Is at the option of the adversaries, who, at the
        end of the hand, may either take three tricks
        from the revoking player‡—or deduct three
        points from his score—or add three to their
        own score;

    II. Can be claimed for as many revokes as occur
        during the hand;

    III. Is applicable only to the score of the game in
        which it occurs;

    IV. Cannot be divided, i. e., a player cannot add
        one or two to his own score and deduct one
        or two from the revoking player;

    V. Takes precedence of every other score, e. g.,—
        The claimants two—their opponents nothing
        —the former add three to their score—and
        thereby win a treble game, even should the
        latter have made thirteen tricks, and held
        four honours.

73. A revoke is established, if the trick in which it
occur be turned and quitted, i. e., the hand removed
from that trick after it has been turned face downwards
on the table—or if either the revoking player or his

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* *Vide* also Law 46.   † *Vide* also Law 61.
‡ And add them to their own.

partner, whether in his right turn or otherwise, lead or play to the following trick..

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand, the claimants of a revoke may search all the tricks.*

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced;—any player or players who have played after him may withdraw their cards and substitute others: the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

* *Vide* Law 77.

80. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter, after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.*

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four. (*Vide* Rule 61.)

CALLING FOR NEW CARDS.

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult they lose their right;† and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

This rule does not apply in exacting the penalties for a revoke; partners have then a right to consult.

* In the manner prescribed in Law 72.
† To demand any penalty.

85. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose * the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91 Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz.: the four cards on the table which have not been turned and quitted, and the last trick turned.

* *i. e.*, refrain from winning.

112 419